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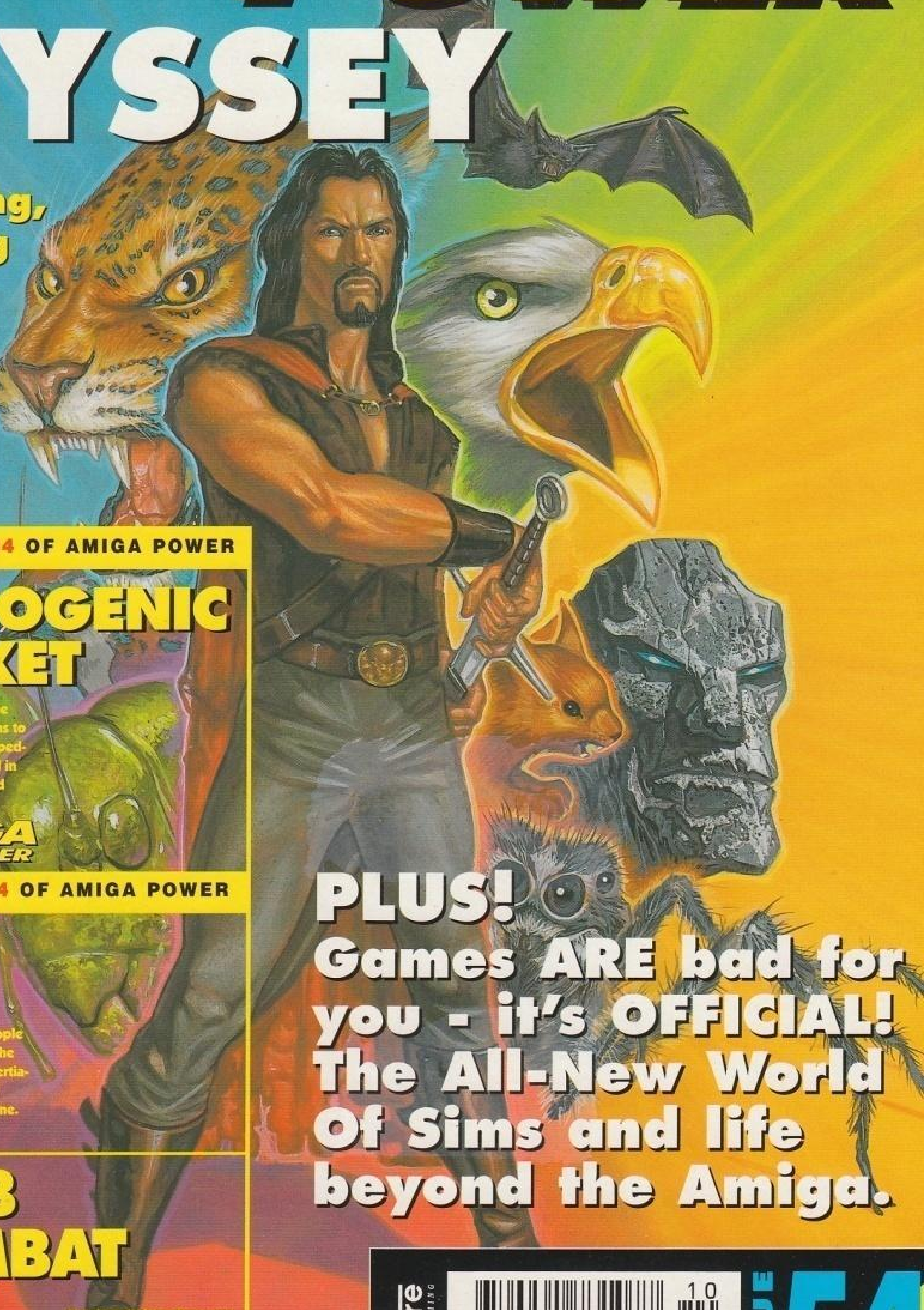
# AMIGA POWER

THE MAGAZINE WITH *ATTITUDE*



## ODYSSEY

Shape-shifting, gene-melting platform adventuring romps from Audiogenic.

YOURS WITH ISSUE 54 OF AMIGA POWER

1

## AUDIOGENIC CRICKET

After a brief soiree on the Megadrive, cricket returns to the Amiga with new, souped-up features. See them all in this really rather splendid limited over demo.

AMIGA POWER

YOURS WITH ISSUE 54 OF AMIGA POWER

2

## R3

It's *Gravity Power* for people with no friends! At last, the thrill of controlling an inertia-heavy spaceship around caves can be a solitary one.

## BLOB KOMBAT

Sproingy-boingy three way fight to the death as tiny inoffensive blobs struggle to the life from each other.

PLUS! Games ARE bad for you - it's OFFICIAL! The All-New World Of Sims and life beyond the Amiga.

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ISSUE 54

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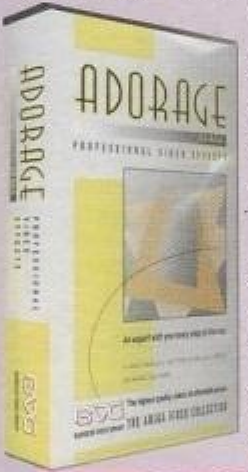

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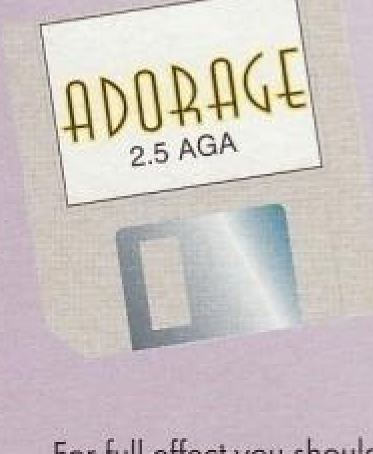

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- The ability to load IFF-24 bit, GJF and PCX from PC, Mac or CD ROM to use in PAL/NTSC mode for video.

For full effect you should consider purchasing Adorage's sister package Clarissa when used in conjunction the quality and range of effects are nothing short of spectacular. Version 2.5 AGA RRP £79.95 Special Offer £19.99 System requirements: Kick-start with at least 1 mb of memory.

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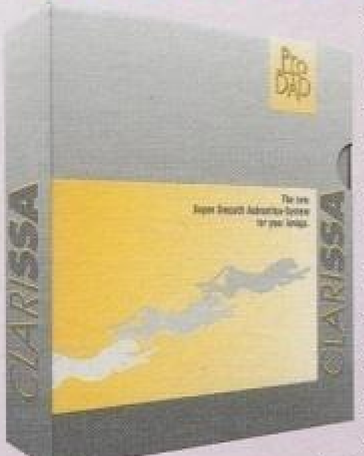

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- 100% playback speed with High end SSA - the absolute fastest animation mode for the Amiga.
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- Multi Anim playback - playback of anims with different colour palettes AND different screen formats (lore, hires, Ham etc.) in one range without stocking or sync errors.
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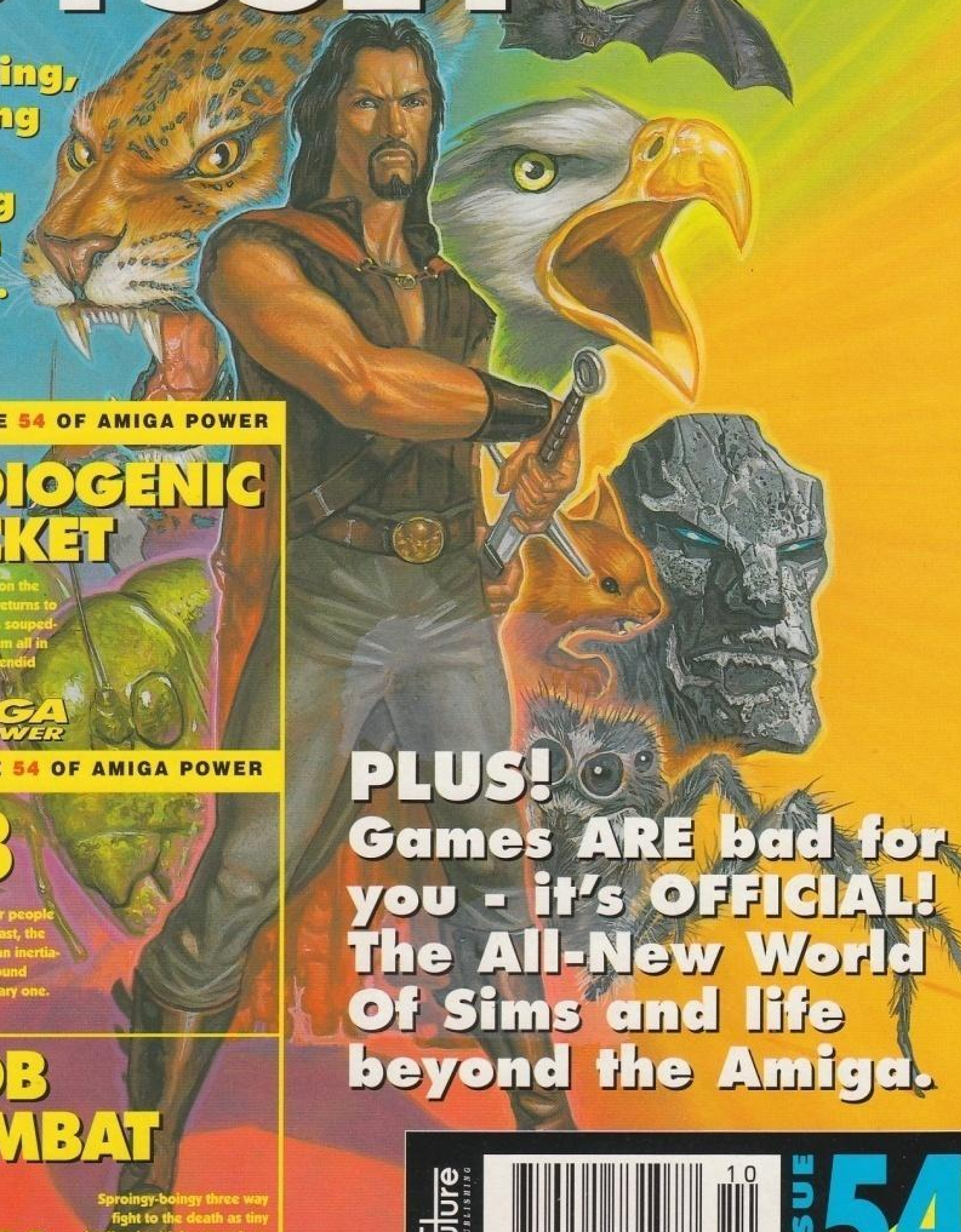

**YOURS WITH ISSUE 54 OF AMIGA POWER**

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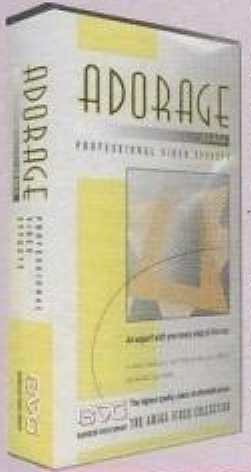

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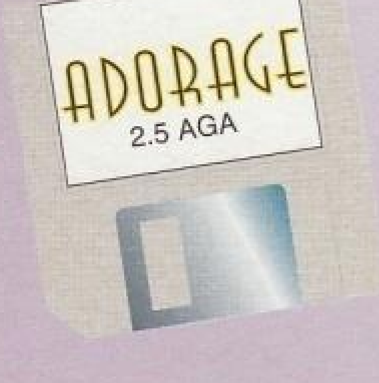

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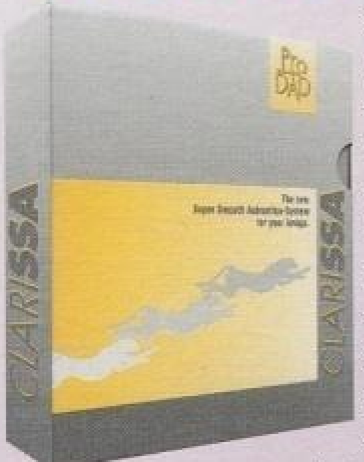

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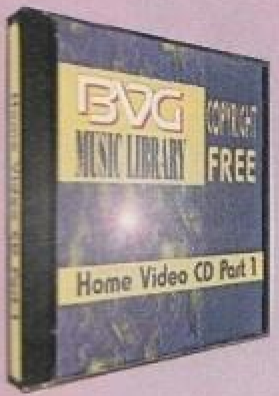

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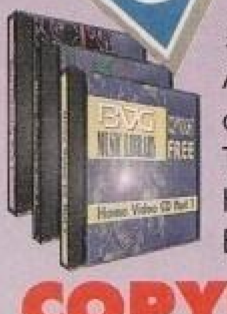

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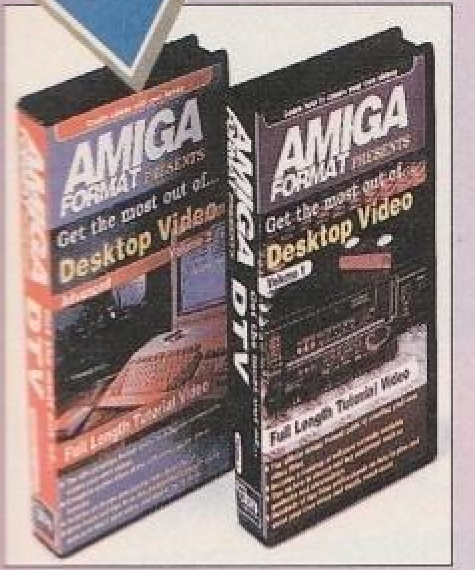
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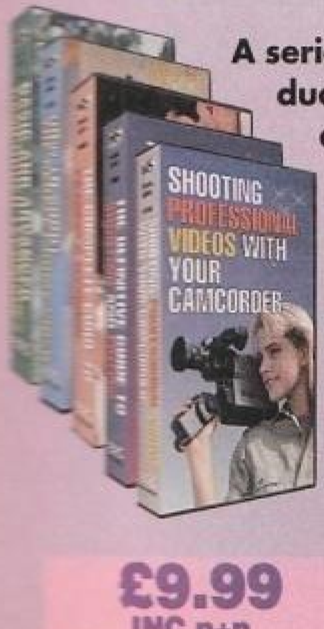

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AMIGA POWER
ISSUE 54 OCTOBER '95

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http://www.futurenet.co.uk/games/amigapower.html
You still phone for cheats. Do you value your lives?

WE WERE BAFFLED TO SEE THAT
Although it would be too distressing to see how Bruce Willis got out of the lift after being excitingly trapped in a Mexican standoff, it was perfectly all right to see him crush a man's head by repeatedly slamming an enormously heavy metal door against it. Go fig.

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July-December 1994

**THIS MONTH WE LEARNED**
The true meaning of the verb 'to burn'.

© Future Publishing 1995

## REGULARS

**10 DIE HARD WITH SOME NEWS**
KABOOM! The shopfront of ignorance is blown out. KERWUMPH! Info-dust rains down on a startled citizenry. SPER-LOOSH! The waters of dissemination carry you along to the outlet of enlightenment and a ride in Samuel L Jackson's car.

**53 JUDGE NETPAGE**
"I am the Law," says Judge Netpage. See him arrest managers of Internet sites for sedition and being stupid on a Tuesday. Then kiss Diane Lane.

**60 THE CITY OF LOST GAMES TIPS**
Rising like an oil rig from some wavy sea, it is the sinister base of Rich Pelley. Hear the screams as his machines steal dreams from hapless children. Tsk.

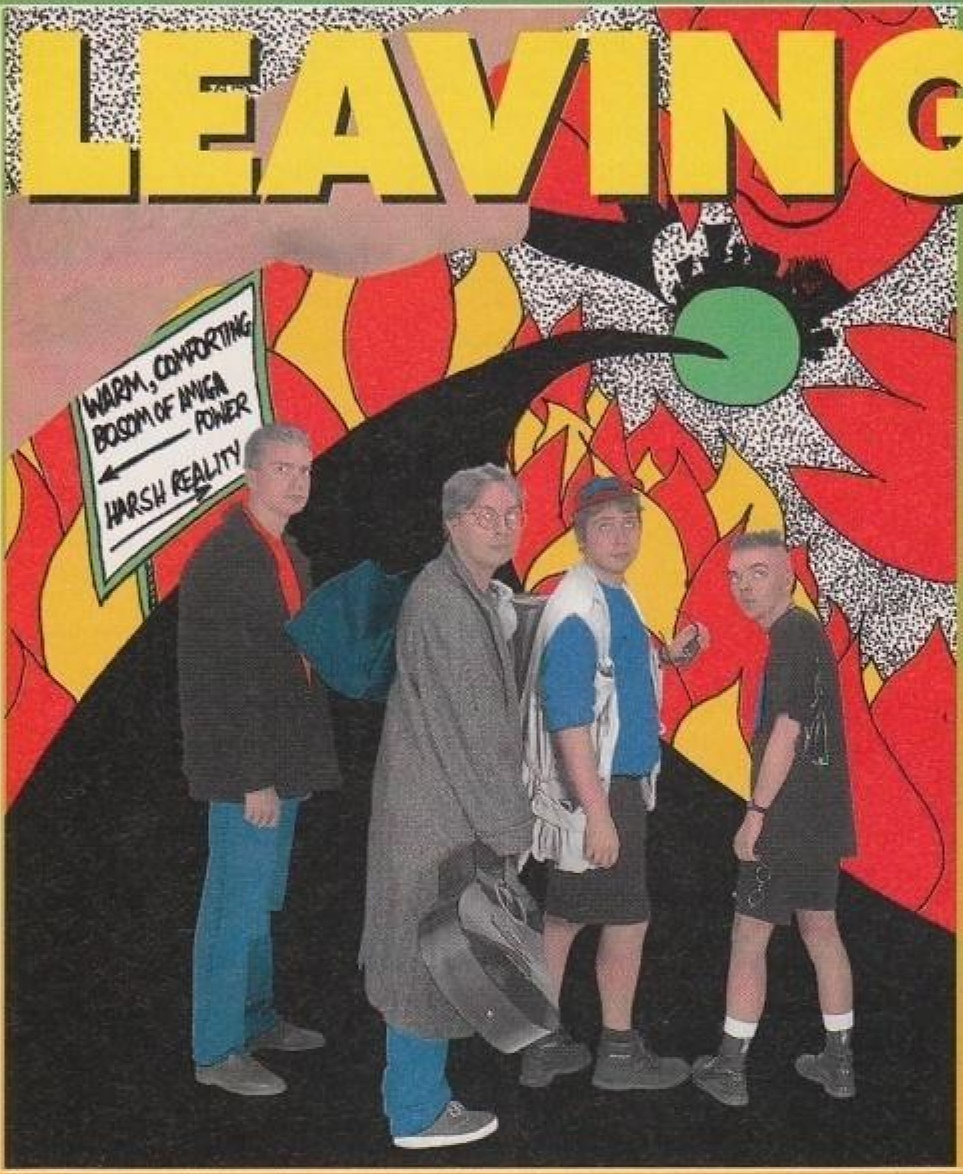
**68 DO THE WRITE THING FOREVER**
Readers entertain us with tales of hamster romance, advocating wounding television censors. And wear skin-tight rubber suits. With nipples.

**73 THE USUAL BOTTOM LINE**
Every game of the last year, intricately involved in a complicated robbery scheme.

**80 THE GARDEN THAT TIME FORGOT**
Dinosaurs! Reader ads! Prehistoric women!

**82 DELICATECHY CORNER**
A misunderstood butcher fillets people asking questions about hard drives.

## LEAVING

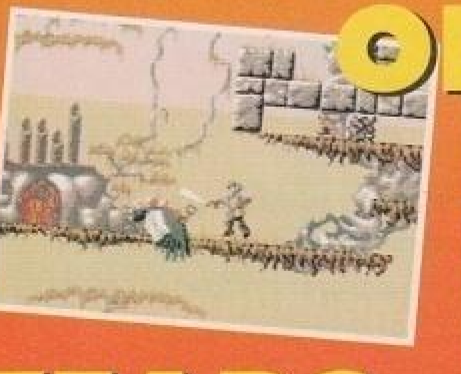

WARM, COMFORTING BOSOM OF AMIGA POWER
HARSH REALITY

## CRACK HOUSE

**The truth has been repressed for long enough (by us, for example). Games ARE worse than drugs. Page 50.**

## SIMULATION STIMULATION

**Should things proceed apace we will all in a few years be playing *Sim Sim City*, where you have to construct the program that drives the game. Here, instead, are SIMS THAT SHOULD BE. Page 36.**



## ODYSSEY

**Most players of Exile adore it, but have yet to finish it. Not to be outdone, a couple have written a homage to it, that's sort of *Exile*-with-swords. They *can* complete it, and have chosen to name it *Odyssey*. And we review it. Page 32.**

## FEARS

**Gloom was fantastically great, but not *Doom* – but on the Amiga. Here is *Fears*. Is *Fears* to be *Doom* – but on the Amiga? We know this thing, and will tell you. We also vow a blood oath to slay with knives anyone using the phrase, "Prepare to meet thy doom." Page 36.**

**TO SAY:** "Have you been to a Harvester before?" **JACQUES CHIRAC WOULD JU**
morning." **MARTIN WOULD JUST LIKE TO SAY:** "At what point does a pip become a seed?"

# OVER

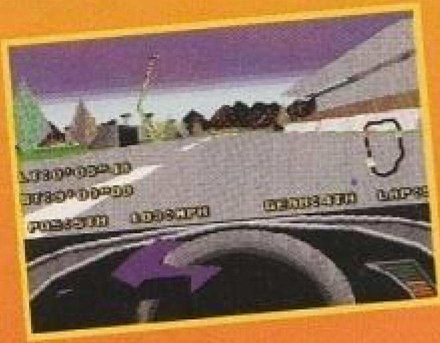
PERCENT LESS FOR YOU TO TROUBLE YOUR PRETTY LITTLE HEADS OVER

# HOME

**AMIGA POWER protects its own, wrapping them up and keeping them safe from cruel reality. But then it becomes bored and ejects them from its presence. How will these, THE DISENFRANCHISED, fare? Page 32**

# WIN A SCALEXTRIC

**Improve Formula One racing and receive a twisty plastic track that the cars fall off at the first bend. Page 58.**



## REVIEWED THIS ISSUE

**OCTOBER 1995**

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Hollywood Hustler........40
Odyssey ......................32
That's Fears .................36
And Hollywood Hustler .40

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Excellent Cards AGA ....52
Marathon AGA .............52
Martial Morphers..........53

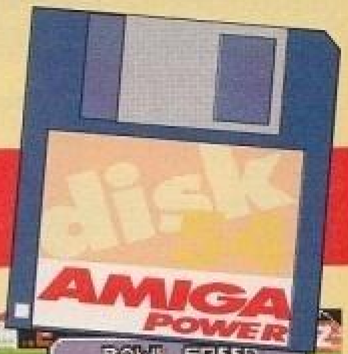
### BUDGETS

Terrible Games ............44

**PAUL WOULD JUST LIKE TO SAY:** "Learn to sing."

# disk 54

unexpectedly-radiated student, one thing remains constant. One thing can be relied upon. The coverdisks *(That's two things. – Ed).*



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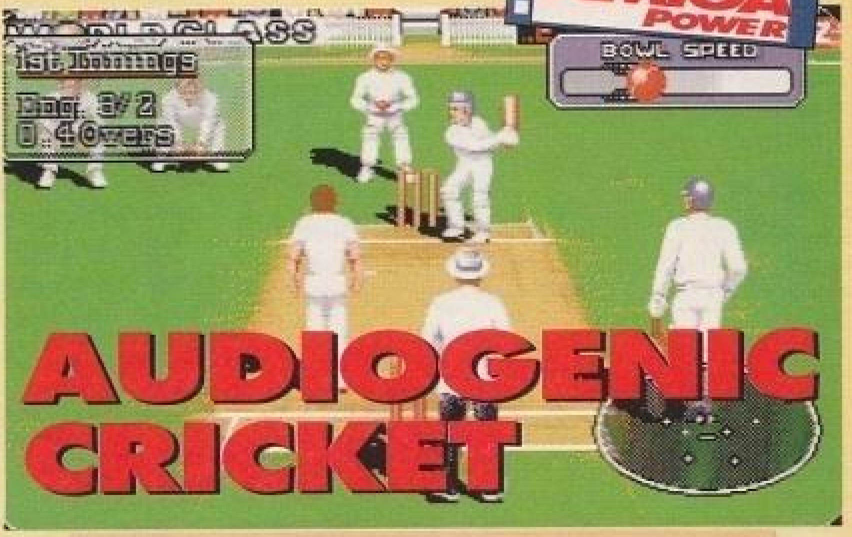
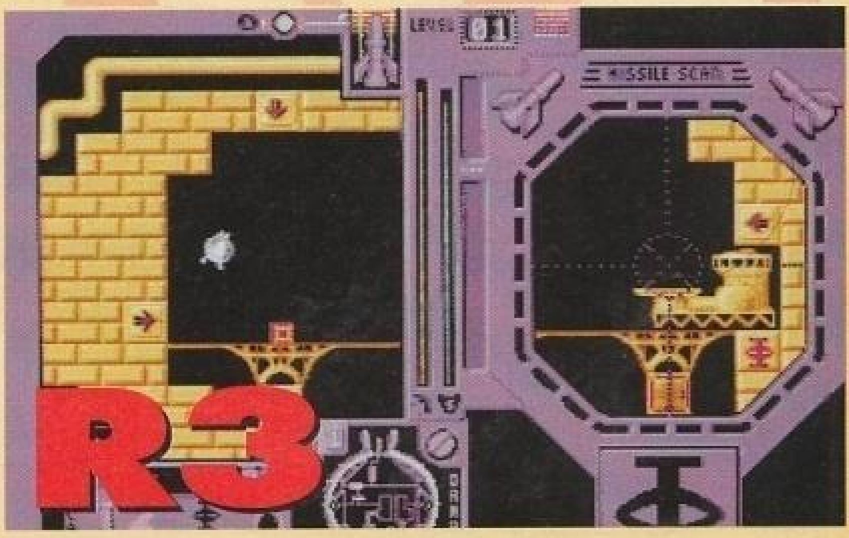


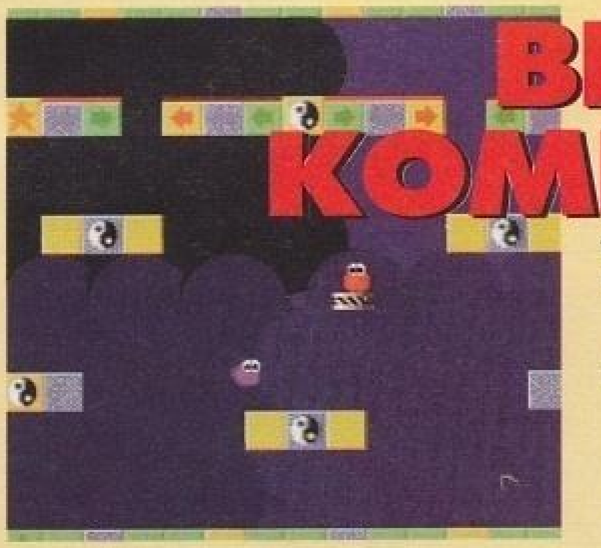
## AUDIOGENIC CRICKET

***Graham Gooch's Cricket*** **has been substantially rewritten (and at this moment awaits a licence, famous-name sponsor fans). Here is a demo of it.**



## R3

**First, we'd imagine, there was R. Now *R3* brings a welcome one-player option to the world of *Gravity Force 2* games. And pleasingly-drawn doors.**



## BLOB KOMBAT

**Two blobs meet. They offend one another – perhaps with ill-timed harsh words – and must fight to the finish in an ARENA OF DEATH. A third blob joins them. A MASSACRE ENSUES.**

## GOT A FAULTY DISK?

- Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and a padded self-addressed envelope (don't bother with a stamp), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 54, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we will taunt you by sending complicated Rebus puzzles and wearing a cape.

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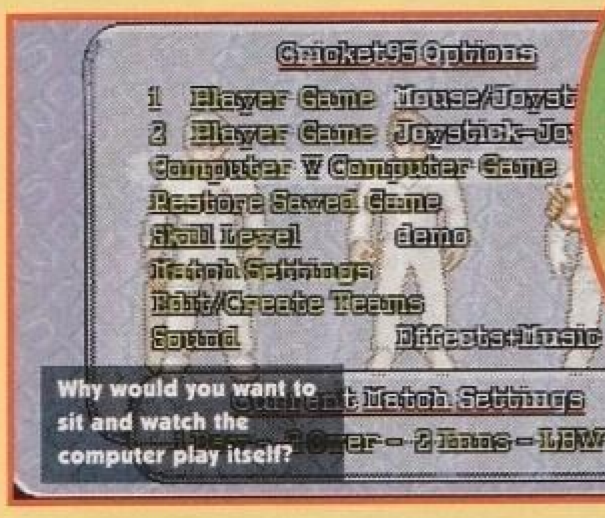
# AUDIOGENIC CRICKET

# disk 54

**Author:** Audiogenic



Cricket95 Options

1 Player Game Mouse/Joyst
2 Player Game Joystick-Jo
Computer V Computer Game
Restore Saved Game
Skill Level demo
Match Settings
Edit/Create Teams
Sound Effects+Music

Current Match Settings

[illegible] Over – 2 Inns – LBW On

Why would you want to sit and watch the computer play itself?

Howzat! A lovely ball, completely fooling the batsman.

Yes, we do realise that it's a bit of a silly name, but you know what these software companies are like – always trying to get Amiga-owning punters to part with their cash by decorating a game with some famous celebrity licence. And because Audiogenic have yet to decide exactly what to call this, we've gone for the easy name-if-after-the-software-company option. Satisfied?

Right, with all the game name confusion out of the way, it's time to deal with the game itself. And before we go any further, yes, it does look like *Graham Gooch World Class Cricket* (AP26 80%) (and the series of data disks that followed). That's because it is. Only it's not.

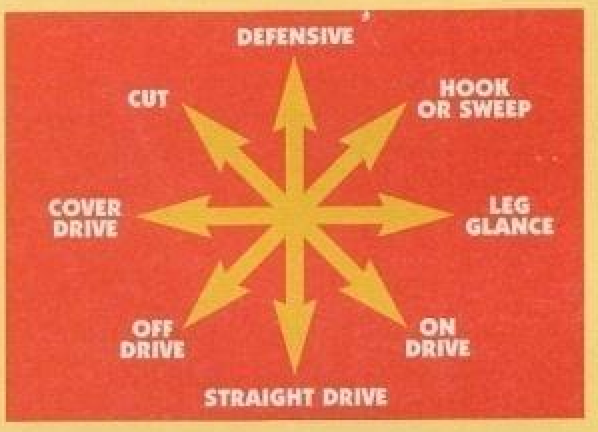
In a quick, self-referential move to a couple of issues ago (AP51, to be precise) you may have noticed our Any Port In A Storm feature. It was all about what the Amiga had given to the world. In there somewhere, was *Graham Gooch World Class Cricket*, which (to cut a long intro short) had been transformed (and improved) into *Brian Lara's Cricket* for the Mega Drive. Well, now we've got it back. And in its new revamped version too. So hooray for us.

Having played the original too many times to mention, the only problem with the game (apart from a couple of annoying bugs) was the fielding. It was too slow, too fussy and the computer was also too fast. And so you got run out. A lot. Well, as the main difference between the old and this new cricket game is the quick, user-friendly fielding system, it's time to say goodbye to all those keyboard-bashing frustrations and get ready for some serious fun.

So that you can appreciate what we mean, here's a demo of it. You've heard of limited over matches, yeah? Well, this is similar to that concept, only, instead of the normal 55 overs per side, you've got two. For both innings. That works out as four overs for batting and four to bowl and field. Choose your teams and all that from the opening menu, flip the coin and play.

## BATTING & RUNNING

Assuming that you've won the toss and decided to bat (if you haven't, skip this bit and go onto the bit about bowling and fielding), you'll notice one of your players standing ready at the wicket. Once the computer (or human opponent – yep, this demo is two player) has chosen where the ball will pitch (the little white square in front of the batsmen), he will start bowling. Move into position, press the fire button to ready the batsman and then play your shot using the joystick/pad. There are eight different shots you can make (see boxout for details), and it's up to you to decide which one. That's where the fun comes in. If you hit the ball, the game will switch to the field mode. Now it's time to run. Wiggle the stick/pad to make your players run between the wickets and when you want to stop, stop. See how many runs you can score in two overs.



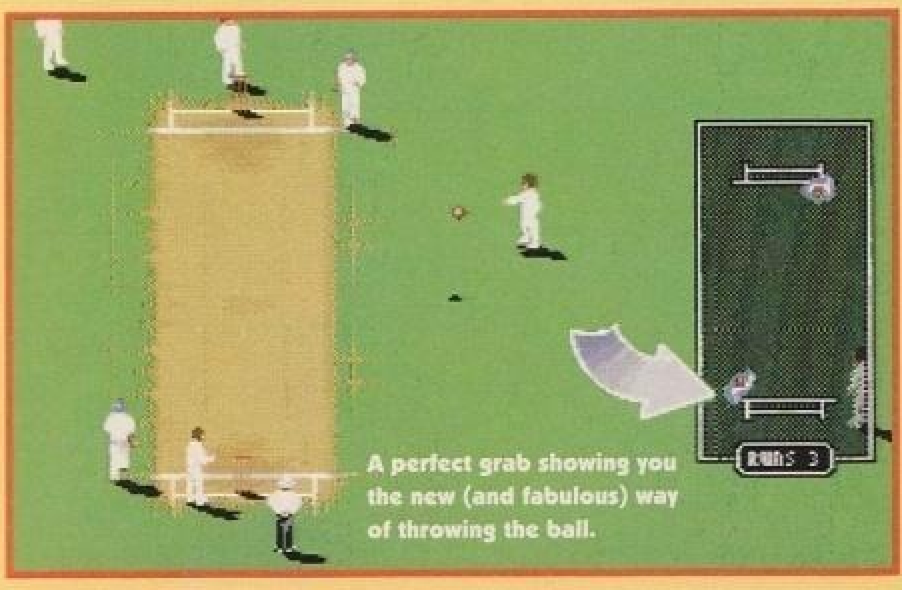
## BOWLING & FIELDING

If you lose the toss (and the computer team decide to bat), or you've already had your two overs 'in', it's time to bowl. And field. Bowling is almost as easy as batting. Using the joystick or mouse, move the white square around the wicket until it's in the place you want to pitch the ball. Do this quickly because your time is limited (the square will flash when time is running out). Your selected bowler will then run up to the wicket. By wiggling the joystick you can increase speed, put spin on the ball or effect the severity of the swing – depending on which type of bowler is bowling – and you're away.

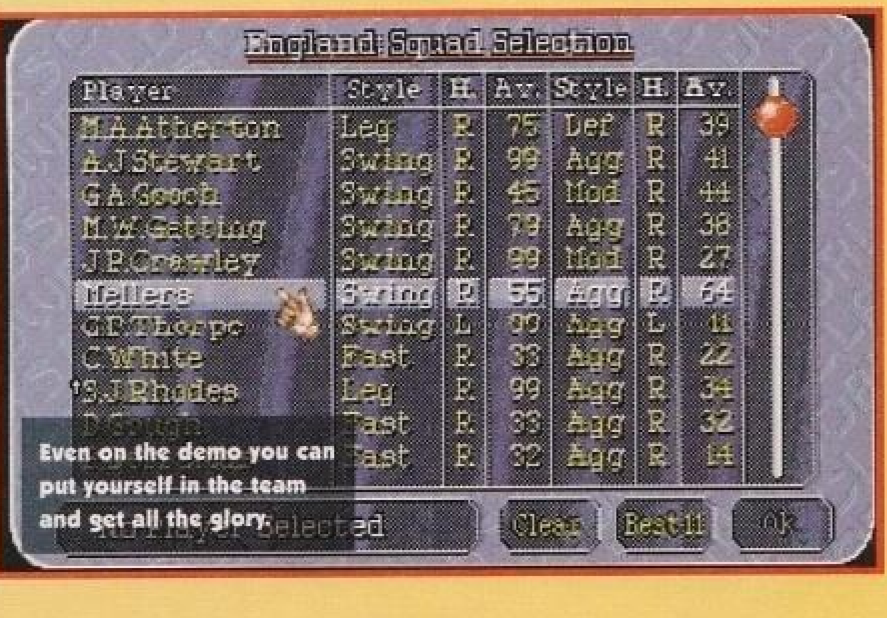
Now, several things can happen. The ball can go where it's supposed to and the batsman can fail to do anything, the ball can go behind the wicket and get stopped (or caught) by the keeper or slip fielder, or it can roll back to you. If any of these happen the game will automatically take you back to the bowling screen and you start the process all over again. If the batsman hits the ball, something else happens. The fielding bit.

As soon as the ball goes into the outfield, the computer will select the nearest fielder to chase the ball. Your player is marked with a flash and an arrow will point the direction you need to run in. The ball is surrounded by a circle and once you've collected it, press up or down on the joystick to select which end of the wicket to throw the ball at, and then press the fire button. Watch it fly home.

It takes a while to get used to the controls and foibles of the game, but we're sure you'll agree that the new type of fielding has improved the game substantially. We're itching to put the proper game through its paces, and think you'll be itching too. But for now, don your protective gear and enjoy!



A perfect grab showing you the new (and fabulous) way of throwing the ball.



England: Squad Selection

| Player | Style | H. | Av. | Style | H. | Av. |
|---|---|---|---|---|---|---|
| M.A.Atherton | Leg | R | 75 | Def | R | 39 |
| A.J.Stewart | Swing | R | 99 | Agg | R | 41 |
| G.A.Gooch | Swing | R | 45 | Mod | R | 44 |
| M.W.Gatting | Swing | R | 79 | Agg | R | 38 |
| J.P.Crawley | Swing | R | 99 | Mod | R | 27 |
| Mellers | Swing | R | 55 | Agg | R | 64 |
| G.P.Thorpe | Swing | L | 99 | Agg | L | 11 |
| C.White | Fast | R | 33 | Agg | R | 22 |
| S.J.Rhodes | Leg | R | 99 | Agg | R | 34 |
| D.Gough | Fast | R | 33 | Agg | R | 32 |
| [illegible] | Fast | R | 32 | Agg | R | 14 |

No Player Selected

Even on the demo you can put yourself in the team and get all the glory.

# disk 54

## YOUR DISK AND YOU

**READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.**

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To find any of the games, all you have to do is switch off your machine, insert the appropriate coverdisk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to select the game of your choice. It's all quite foolproof.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to move on to a different demo. When you do so, simply follow the instructions as before.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or more before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

**OH NO! SOMETHING WENT WRONG!**

- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals that the program might plausibly not 'like', such as external drives.

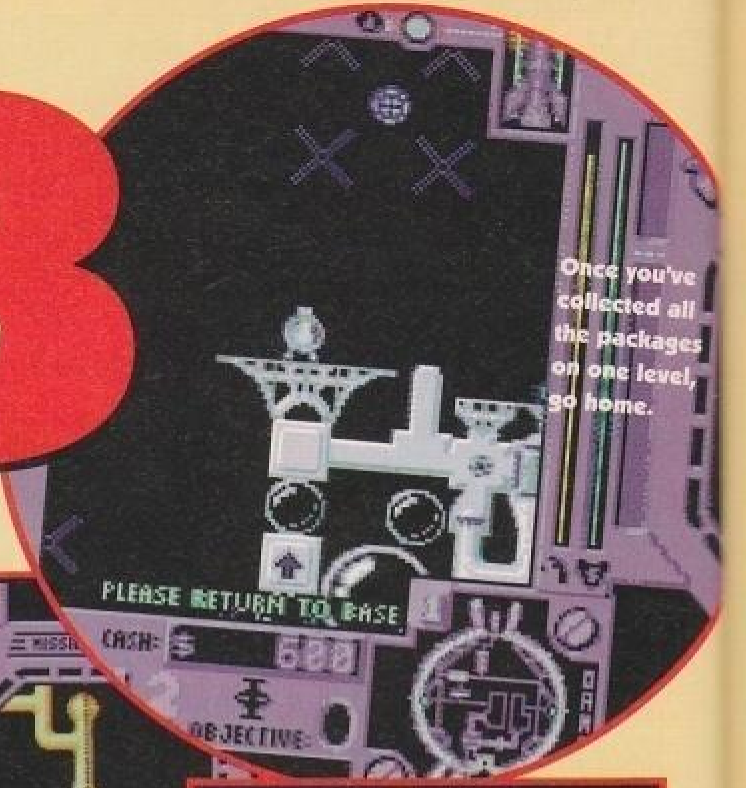
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 54 Returns
Discopy Labs
PO Box 21
Daventry
NN11 5BU

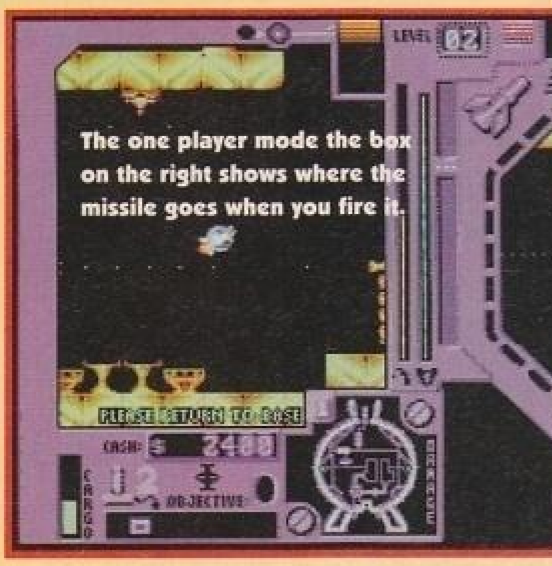
- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

# R3

**Author:** Bruce Webster



Once you've collected all the packages on one level, go home.



The one player mode the box on the right shows where the missile goes when you fire it.

There is a very nice female voice that warns you when you're in trouble. I'd like to meet her.

We know you exist. Yes, we're talking about you. The reader. You, the one who sits there desperately trying to convince yourself, and the world around you, that just because you haven't got any friends, you DO know the joy, thrill and (yes, dammit) the sheer gut-busting excitement that is *Gravity Power*. You are, of course, wrong. Terribly.

But once again, it's AMIGA POWER to the rescue. Well, us and a New Zealander. The age of two-player only Thrust-type games (that are good) is no more. Thanks to the one player game inside *R3*. Not only that, it's also ACTION-PACKED.

Using shooting accuracy and instinctive flight skills, a single person can now know the joy of shooting down alien ships, collecting 'packages' and then returning to base. And all this over six increasingly difficult missions. But wait.

In a desperate attempt to please all the people, all of the time (eat your words Abe), we've just discovered there's more. And yes, it's a two-player dogfight mode. Hooray. No missions to complete, no aliens to avoid and certainly no boxes to pick up and carry. It's just all-out spaceship action. With guns. Against another real person. Will this ever end?

Well, yes, with one last part of the game. The two-player 'we're friends, so let's complete the missions together and everyone will be happy' bit. It's all a bit too wishy-washy for the mightiest-beings-ever-to-produce-a-magazine to contemplate it, so we'll just let you find out for yourselves.

WARNING
Shield exhausted
Damage

Fight. Shoot. Kill. This is Martin playing against me. Hee, hee.

WARNING
Shield exhausted
Systems Damage
CASH: $ 4175
OBJECTIVE

The shields have gone Captain, we surely cannae take another hit.

## GOT AN A500? THEN READ THIS. NOW.

Right, if you've got an A500, you'll notice that you can't actually expand *R3* onto a disk. Don't send the disk off to Discopy because the game DOES work on an A500. Just find a friend with an A600 or A1200 and ask them if they can expand it for you. Sorry about the hassle, but it's worth it. Honest.

## CONTROL YOURSELF

Flight, apparently one of the most complicated things a person can attempt (just ask a British Airways pilot), is uncannily easy in *R3*. But just to make it even clearer, and so we don't get any silly phone calls asking us about the game, here's a list of the controls and stuff.

↑ **This is your Thrust.**

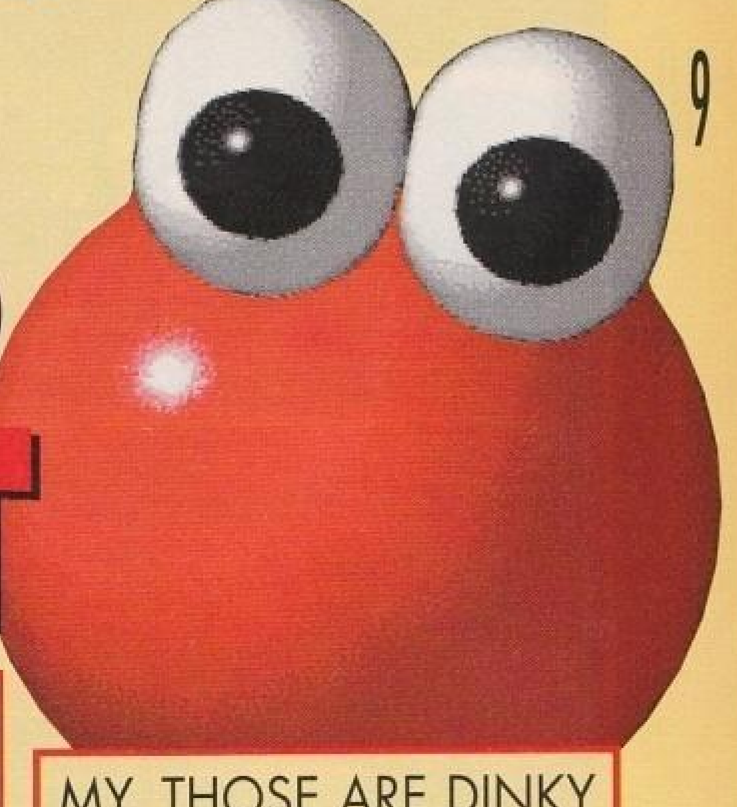
↓ **And this fires your Missile.**

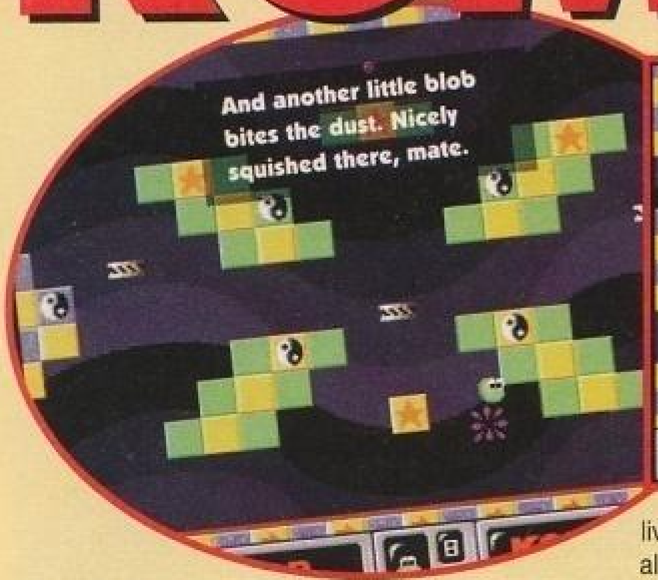
← **Rotate the ship to the Left.**

→ **Or rotate it to the Right.**

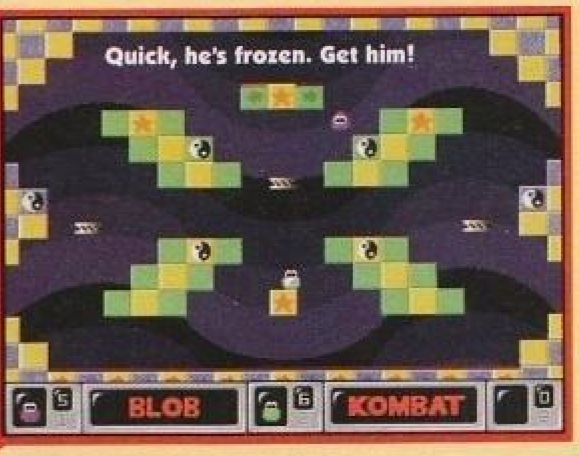
F **Fire your weapon.**

# BLOB KOMBAT





And another little blob bites the dust. Nicely squished there, mate.



Quick, he's frozen. Get him!

## MY, THOSE ARE DINKY LITTLE POWER UPS

If you see 'em, collect 'em

| | | | |
|---|---|---|---|
| ● | **Big Jump** | ● | **Extra Life** |
| ● | **Invincibility** | ● | **Freeze Opponents** |
| ● | **Slow Down** | ● | **Flight (cool this)** |

**Author:**
Pink Pig Software

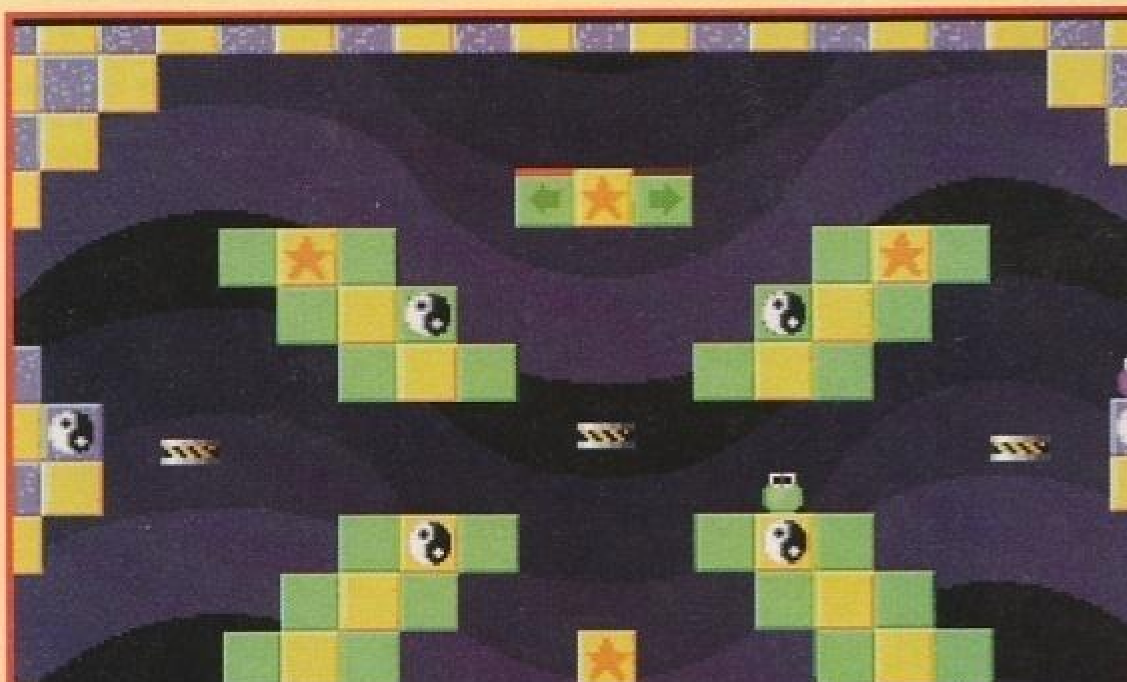
Although we're loathe to having anything on our coverdisks that spells the word combat with a K, *Blob ("C" - Ed)ombat* is an exception we're pleased to make. From our fabulously polite, and new-found, friends at Pink Pig Software it's a jolly, up-to-three player, squash-'em-up. With some very strange patterns in the background.

The object of the game is simple. By jumping high in the air and controlling your flight path so that you land on top of your opponent(s) you can squash them out of existence. Get rid of all their lives and the game is yours. Of course, if you lose all your lives, then it's game over for you. Buddy. To help you in your bouncing and squashing there's all sorts of coloured balls that, for some unexplained reason, power-up your little blob creature into a pretty awesome sphere. You can collect all sorts of things from invincibility to extra-high jumps. Of course, if someone else collects one, then the best course of action is to run away and avoid them until the special power runs out. Alternatively, you could collect one yourself to combat it with.

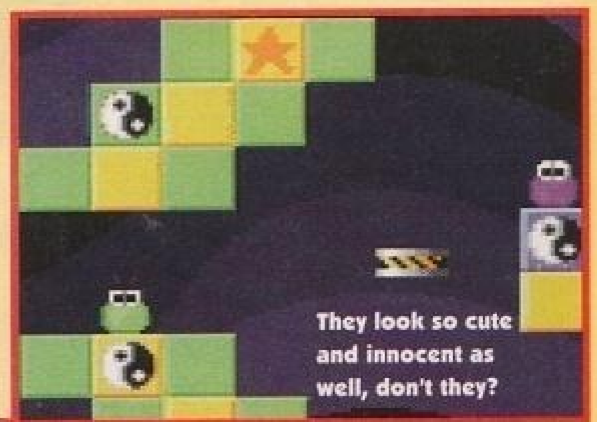
And that's where the fun comes in. Well, that and the fact that you can have up to three players playing at once. Thanks to the really easy controls, using the keyboard isn't the finger stretching exercise is usually is. So, now you know what's going on and how to win, get squishing!

## TAKE NOTICE OF THIS

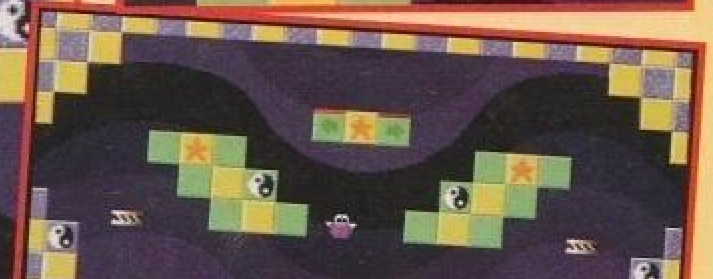
As the disks get better (and they do), so the hassle involved in playing them increases. Everything's okay on the disk with the cricket game on it. But if want to get to grips with disk two, you're going to need something, ie a couple of blank disks. Yes folks, it's time to decompress! It's all very easy to follow. Read the on-screen instructions CAREFULLY and everything will work fine. If it doesn't, then you've done something wrong. So, I'm being flippant am I? Well, after all the effort I've gone to in getting these disks filled, I feel I'm entitled to say what I want! Oh, get on with it.



If you're in trouble, you can move off the screen and come out the other side.



They look so cute and innocent as well, don't they?



It now has wings. This means that it can now fly.

# TRUE STORIES

**These pages emulate the feats achieved daily by tabloid newspapers. The only difference being that our news exclusives are better...**

**Fast, furious, frantic and frenzied alliteration. The game looks a bit clever too.**

# VIRTUAL KARTING

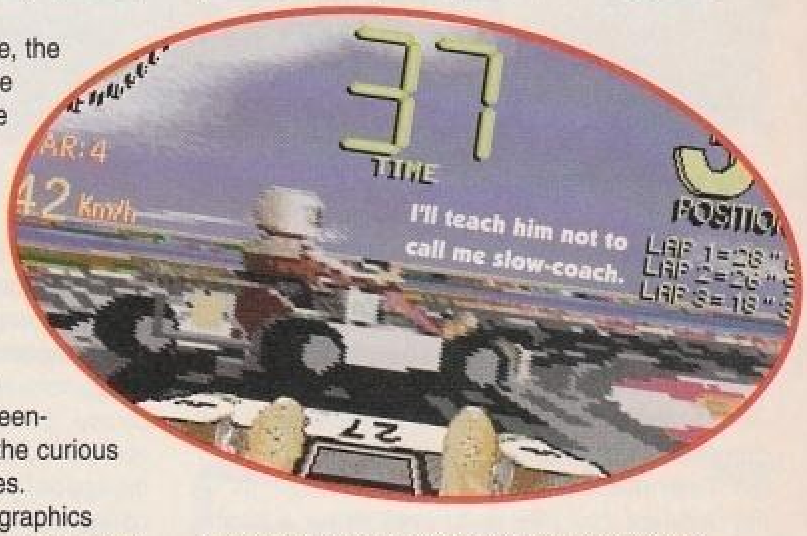
AMIGA POWER PREVIEW

**Runs on:** A1200 only
**Publisher:** OTM
**Authors:** Fabio Bizzetti
**ETA:** November

It's confusing when you start the week on a Tuesday. Well, obviously the week doesn't actually start ON a Tuesday, but it's the first day of the week that I'm in the office. And it feels weird. It's like I've missed a day and can't quite get to grips with where it's gone. It's very odd.

My confusion and general feeling of 'being at odds' was compounded when I loaded up *Virtual Karting*. Why? Because without wishing to judge something before I've even seen it, this game comes from the people at OTM, and last issue they gave us *Touring Car Challenge*, which got 3% from our old Pagemaster, The Great Faragher. And yet, again without prejudging anything, this appears to be one of the most remarkable Amiga racing games of the year, as you can see from the screenshots. Anachronistic stuff, hey readers?

Here, in front of me, is a fully texture-mapped, whizzy about, sliding, sinking, pedal-pressing racing game, the like of which I've never seen on the Amiga. Although you can't see the screenshots moving (unless you move the page around as you read this), imagine as much speed as you need from a racing game, while all the time keeping all the detail on-screen and maintaining a respectable update rate. Which, in plain English, means this is one top-looking game, even if it made our screen-grabbing Mac go a bit wonky, hence the curious patterns across some of these pictures.

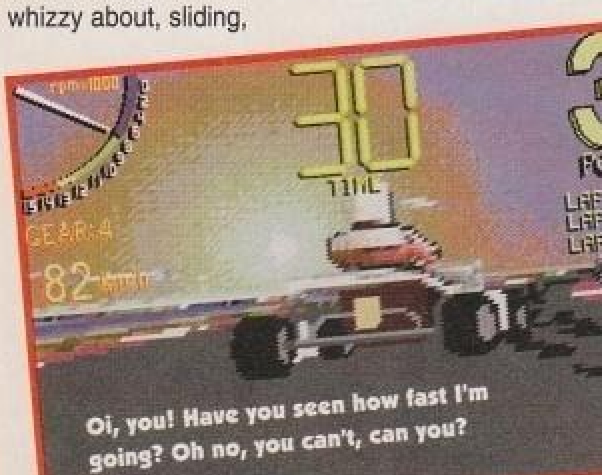


I'll teach him not to call me slow-coach.

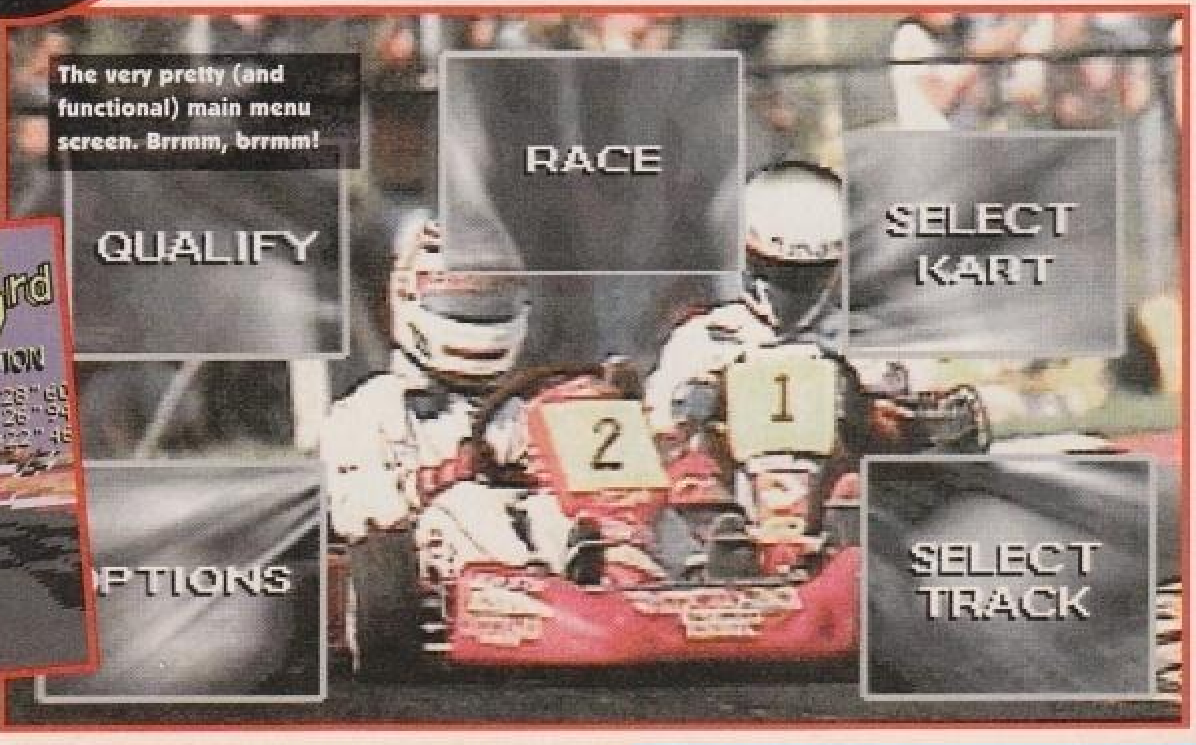
And, once you've got a smooth graphics engine like this, you can play around with it. How? Well, for a start, you can have a very pretty sort of helicopter fly-by at the start of the race showing you the track and then, actually in the game, you can have (say) four different views to check out the action from. Yep, from right down on the floor, so it feels that your nose is scraping the asphalt, to up in the sky in some sort of parascending mode. Play around and see which once you like the most.

**"A top-looking game"**

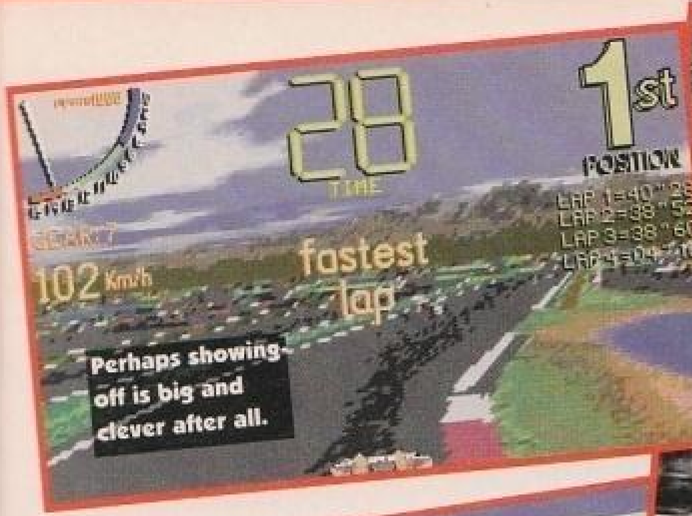
Now, we long since abandoned the practice of raving about good-looking games in previews and staking our reps on the finished version being the best thing ever, mainly because so many games end up as completely unplayable turkeys. So, despite it looking like a true Mode-7, but not on a SNES game, we're remaining healthily sceptical about the fun factor right up to the moment the finished version plops through our letterbox. At the moment, there are only three tracks in the game to race on, and we're big fans of freedom of choice. Granted, the three tracks DO provide a challenge (I suspect it's going to take a while to get good enough to



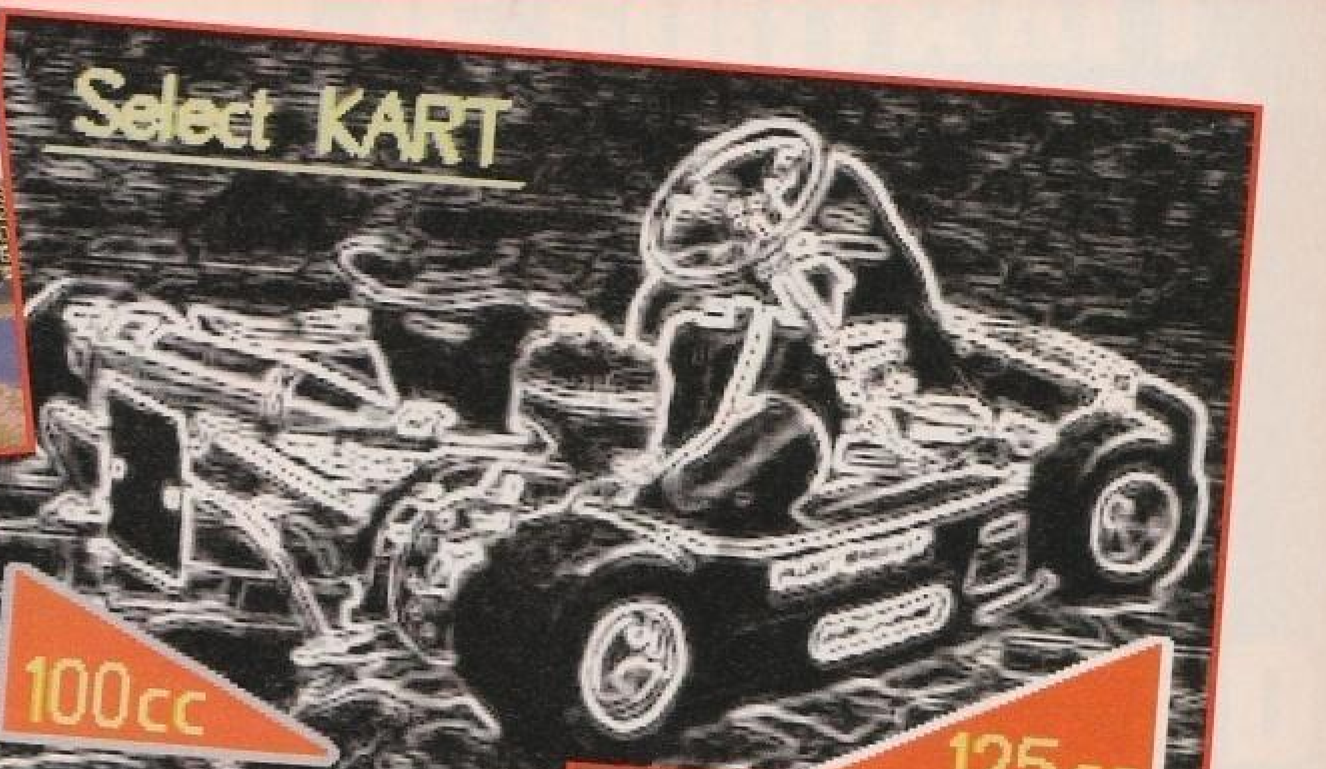
Oi, you! Have you seen how fast I'm going? Oh no, you can't, can you?

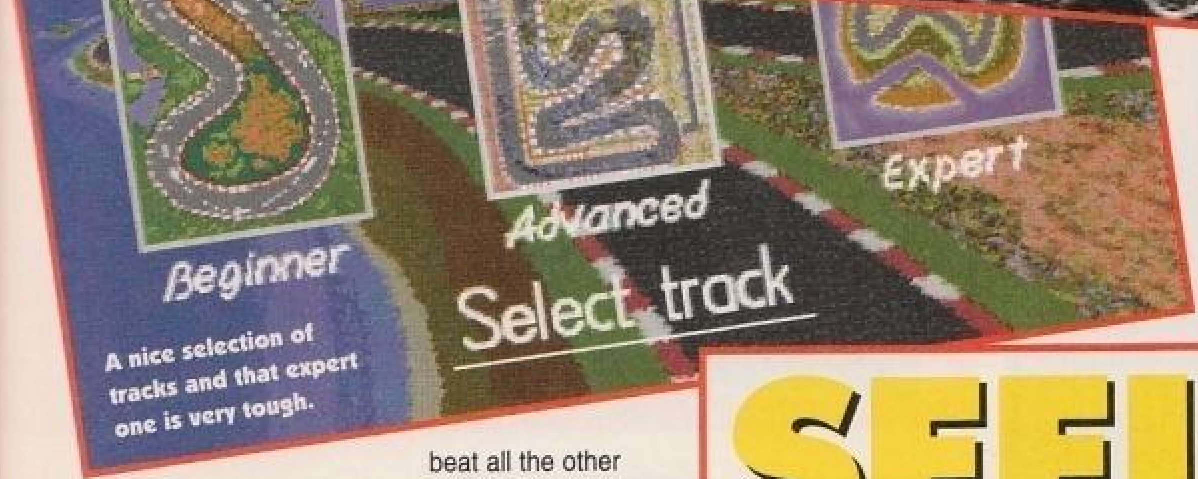


The very pretty (and functional) main menu screen. Brrmm, brrmm!

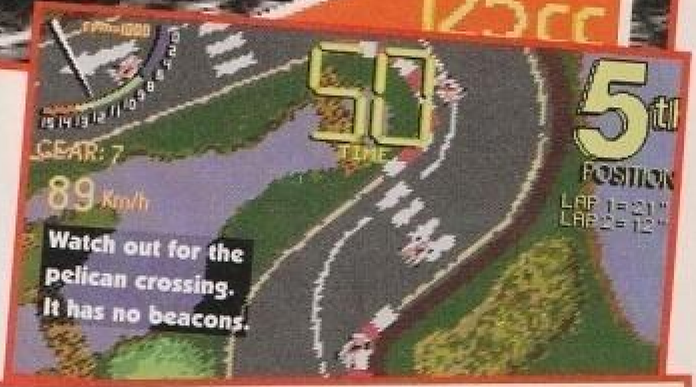

28
TIME
1st
POSITION
102 Km/h
fastest lap

Perhaps showing-off is big and clever after all.


Select KART
100cc
125cc


Beginner
Advanced
Expert
Select track

A nice selection of tracks and that expert one is very tough.

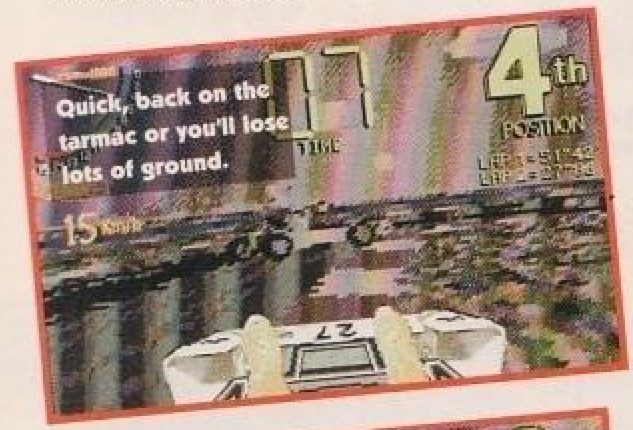

50
TIME
5th
POSITION
GEAR: 7
89 Km/h

Watch out for the pelican crossing. It has no beacons.

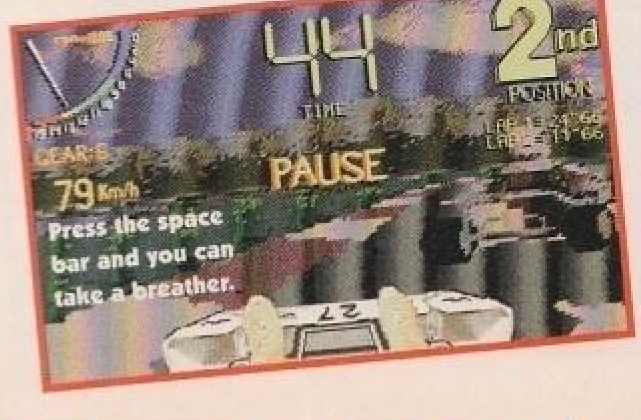
beat all the other drivers on expert level) but what we're really after is a lot of tracks, maybe even a small competition or something. After all, there's no two-player mode, and you need something to keep you glued to your machine. Still, we've been promised that there'll be more tracks available on a data disk or something, but we'll wait and see before making any rash judgements.

However, the fact remains that with an impressive looking, fast moving and playable racing game like this, the Amiga proves it can still surprise, entertain, and ultimately deliver the goods, and a rolling demo of this in the window of your local Escom shop would be a Very Good Thing. A quick phone call to OTM has just revealed that the finished version will look even better, but then again they always say that. This time I really hope they're right.

● *PAUL MELLERICK*


4th
POSITION
15 Km/h

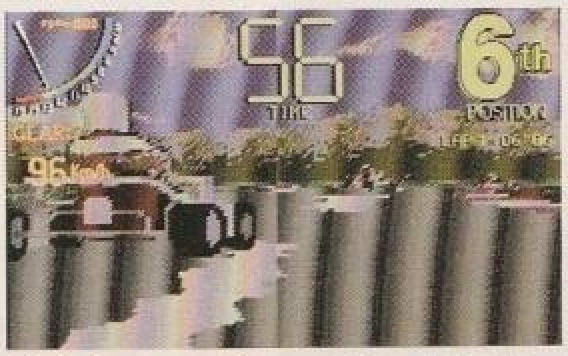
Quick, back on the tarmac or you'll lose lots of ground.


44
TIME
2nd
POSITION
GEAR: 6
79 Km/h
PAUSE

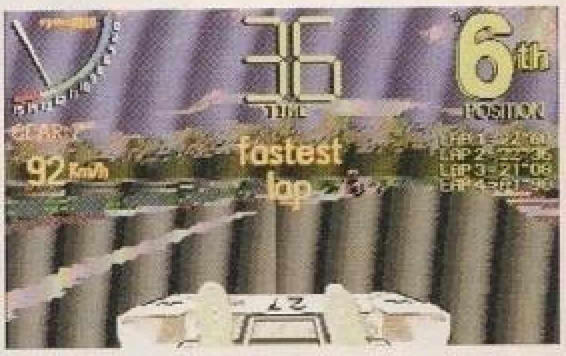
Press the space bar and you can take a breather.

# SEEING IS BELIEVING

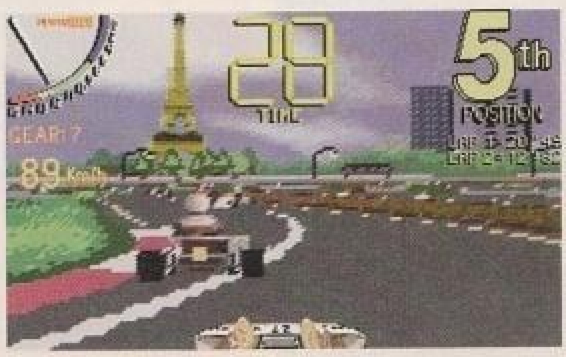
**Well, I've mentioned the fact that during a race you can alter your viewpoint to provide even more excitement that you thought possible. But sometimes words just aren't enough. This is why we print pictures in the magazine. This is also why using an enormous amount of talent, a desire to bring you all the most relevant information and because Cam thought it would be a good idea, I've gone to the trouble of 'grabbing' screenshots of the four viewpoints so that you can see what all the fuss is about. There, and I didn't even mention *Virtua Racing* once. Doh!**


56
TIME
6th
POSITION
96 Km/h

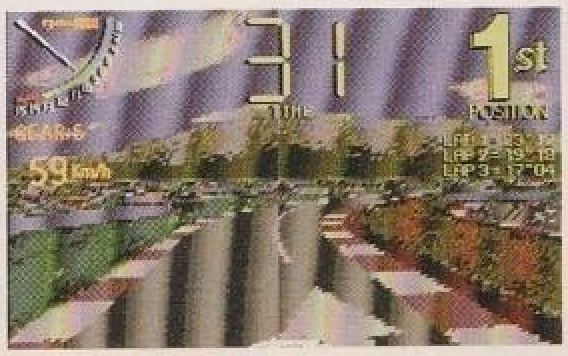
This is the nose-on-the-ground view. And going at full speed in this mode is very scary.


36
TIME
6th
POSITION
92 Km/h
fastest lap

In this mode you can see your feet move when you accelerate or brake. I think this is good.


28
TIME
5th
POSITION
GEAR: 7
89 Km/h

I don't know. As if nuclear testing wasn't bad enough, the Franch drive like bloomin' maniacs.

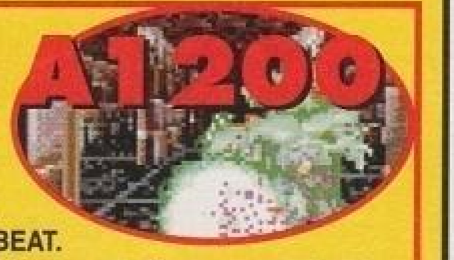

31
TIME
1st
POSITION
GEAR: 6
59 Km/h

A nice long view, giving you the chance to see corners a long time before you get there.

# AMIGA POWER RECOMMENDS

**We have nothing new to recommend. For the obvious reason.**

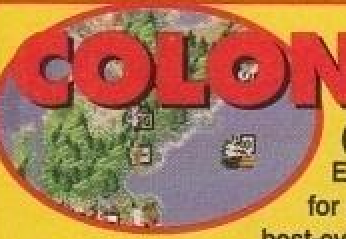
## GLOOM A1200



**(AP52, 90%)**

The first true *Doom* clone 'out of the traps' (eh, analogy fans? Eh? Eh?) is the one the others MUST BEAT. Fantastically exciting, truly scary (the sound effects are top-hole), endlessly playable and ABSOLUTELY REVOLTING it is another first-class shooty game from the author of *Guardian*. What other game, we ask rhetorically, marks your passage with scattered body parts and causes you to be afraid of walls?

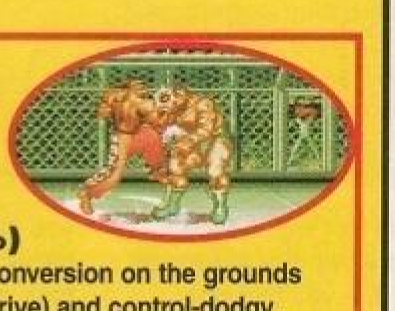
## COLONIZATION



**(AP52, 93%)**

Even we were moved to forgive the Z, for *Colonization* (see?) is the biggest and best-everest thing from the fertile head of TV's famous Sid Meier. A complete sim of America in which you can play everybody but the Naive Americans *("Native Americans", surely? – Ed)*, you'll try hard to live in harmony with nature but end up exploiting the land and killing everything to pay for seceding from British rule. Still, eh? *(No, right first time. – Ed)*

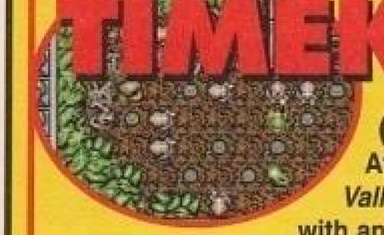
## SSF2



**(AP52, 71%, 81%, 91%)**

A peculiar triple mark for this coin-op conversion on the grounds it's swap-heavy (unless you've a hard drive) and control-dodgy (unless you've a CD32 pad). Regardless, it's spot-on to the original (the one with the new characters, remember?) although you might find fault with the teeny graphics and Cinemascope presentation. The number two Amiga beat-'em-up, after *Shadow Fighter*. Obv.

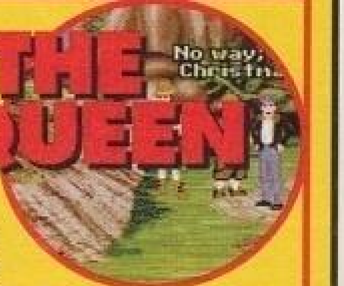
## TIMEKEEPERS



**(AP52, 82%)**

After two gargantually appalling *Valhalla* games, Vulcan entertained us with an overhead *Lemmings*-alike where you plan out moves in advance using placed icons. Spectacularly fiendish level design tests your cleverness and, apart from the beginning of a screen when you have to rush to save everybody falling down holes, it's all fair and above board. And it's £13.

## FLIGHT OF THE AMAZON QUEEN



**(AP51, 84%)**

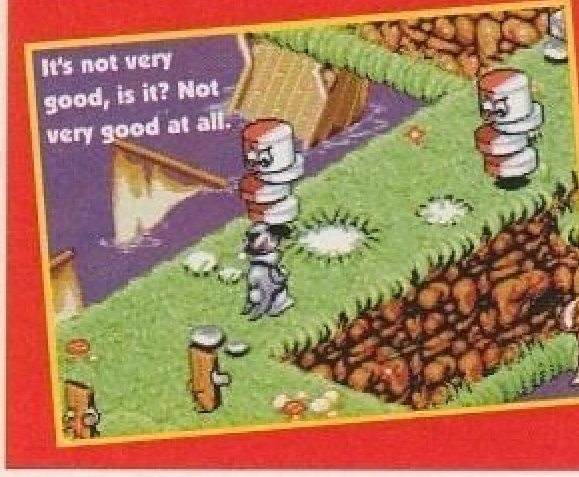
Blah blah funny point-and-click adventure blah. Blah blah disappointing final quarter blah innuendo blah. Blah spotted bug put back release by a few months. Sorry. Blah. Out now, etc.

# NEW AMIGA IN-SHOP SHO

The Amiga (you remember) is finally emerging into the shops like a pink, flightless sparrow peeping out of a protective, coddling nest. Enwrapping it is a bundle – a bundle of joy *(This is good stuff. – Ed)*. For (hnngh) £399 you get an A1200 with Wordworth 4, Datastore, Organiser, Turbo Calc, Personal Paint 6.4 and Photogenics 1.1 (some sort of non-games software, we understand), and *Pinball Mania*, the sequel to *Pinball Fantasies* and *Pinball Illusions*.

And *Whizz*.

Not, say, *Gloom*, or *Skidmarks 2*, or *Colonization*, or *Theme Park*, or *Alien Breed 3D*, or *Speris Legacy*, or (grrrr) *Putty Squad*, or *Shadow Fighter*, or *Exile*, or *Super Stardust*, but we awarded *Whizz*, a 3D game, 41%.



It's not very good, is it? Not very good at all.

Frankly, readers, we are staggered. It is obvious that the Amiga is being aimed at parents, but still... Amiga Technologies (UK) could not have picked a worse game had they tried. The bundle is apparently unchanged for the (gnuk) £499 hard

# PSYGNOSIS SUPPRESSED

Following on from last month's not so surprising news that all the software companies have taken it upon themselves to change their names, Psygnosis has been sucked under the waves of the all-encompassing Sony (hnnng) Interactive.

No one's sure whether this means the Psygnosis name will fade away for ever, or whether it'll end up with another one of those confusing situations where Game X is released though Company Y who are owned by Corporation Z.

Where will it end though? Our money's on Time Warner Interactive fighting a limited conflict against Sony in Europe until they're both swept away by the red-eyed jackbooted skeleton stormtroopers of Bill Gates' hellish Microsoft Empire. We've put a fiver on it at William Hill.

# YES WE KNOW...

**This issue's 84 pages. It's hugely likely that all subsequent issues will be 84 pages too.**

# CHAOS ENGINE TOO LATE

Please. Release. This.

Just for a change, Warner Interactive (or is that Time Warner? We forget what the differences are) have put back the release of *Chaos Engine 2* to, and we quote them directly now, "February at the earliest." They deny reports that it's been shelved completely, but admit that it's not going to get a simultaneous release with the PC version, so we can but hope and pray that we'll see it. Eventually.

# STOCK IN CKER

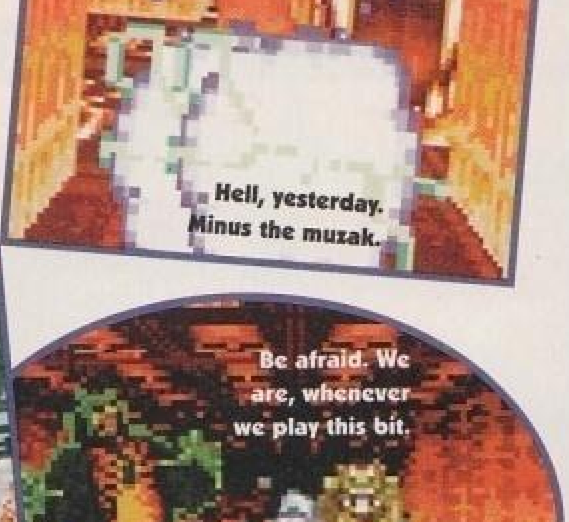
More of Mania later in the news.
GOAL
SUB
PLAYERS TUNNEL
FINAL

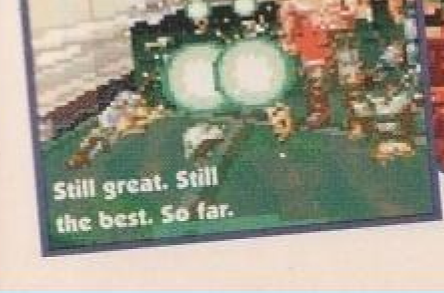
drive version (except for a 'multimedia authoring system' called Scala MM300, which we can safely discount). We'll give *Pinball Mania* the benefit of the doubt, but, unless our collective memory has failed like the brakes on the car of an heiress who has taken the coastal road, *Whizz* was copy-protected. Just the thing to show off your new hard drive then. What about *Bloodnet*, eh? Or *UFO*? Or *Virocop*? Or *Flight of the Amazon Queen*? Good games all, and better by far when hard drive-installed.

Readers, we'd like to be positive and upbeat about these new bundles, (and, indeed, if you're more into 'using' an Amiga than playing games on it, our chums on Amiga Format agree they're astonishingly good bundles – it's the unenhanced hardware that bothers them) but on gaming terms, THESE BUNDLES ARE RUBBISH. The only possible reason for *Whizz* we can think of is that Amiga Tech bought a job lot cheap. We can't face the thought they actively set out to secure the game as one that would lure potential buyers (in the same way as Sega's Sonic tie-in), because if they had, then there would be no alternative but to regard them, not as the saviours of the Amiga, but as useless, cretinous morons. Which would be a terrible position to be in.

# GLOOM ON THE CD32

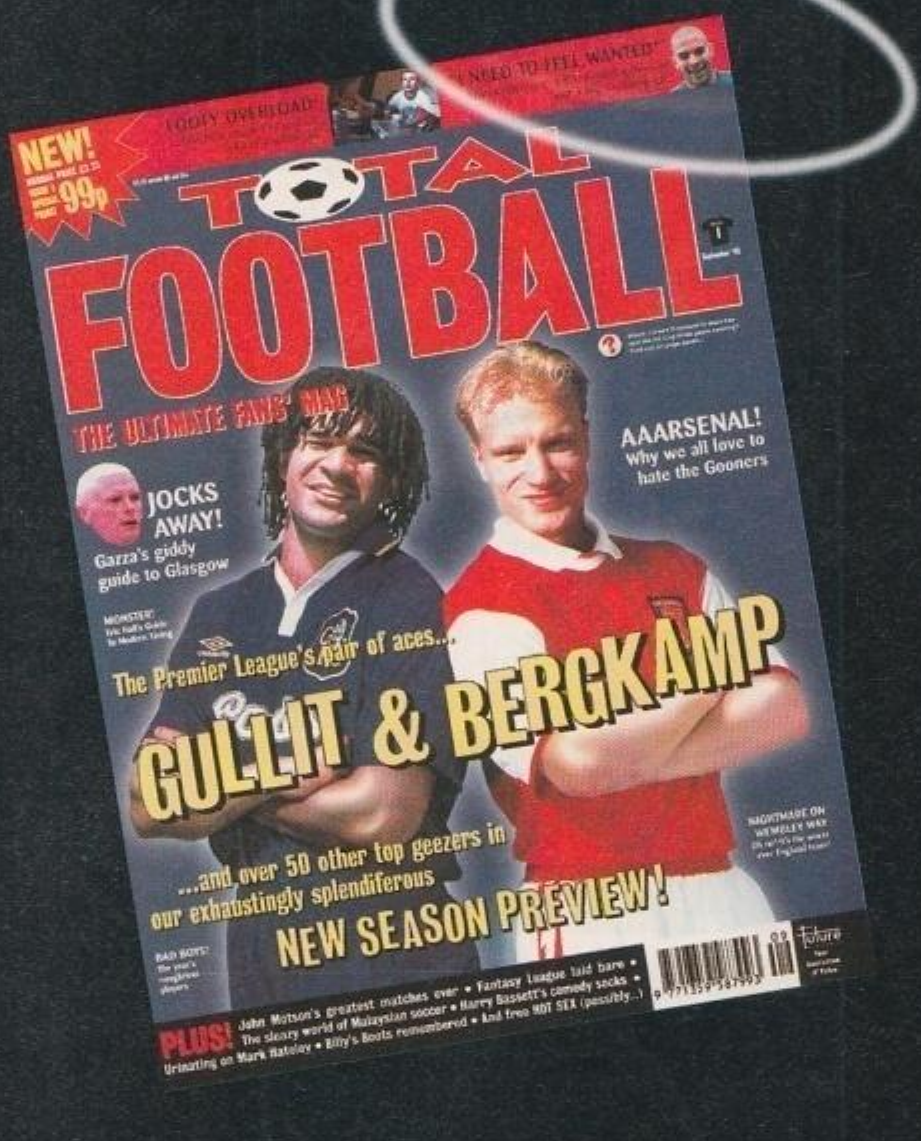
*Gloom* (the best *Doom* – but on the Amiga game) (so far) is coming out on the CD32. It will cost £30 and saves your game after every 'chapter' (just like the disk version, cross-format fans) but lacks the serial link mode (fairly obviously) and, shockingly for a game from the Country of Champions (New Zealand, clots) contains no special extras. "The real Black Magic would never have done that," mused Jonathan, striking a pose and effortlessly being the best at *Gloom* again.


Hell, yesterday. Minus the muzak.


Still great. Still the best. So far.
HEALTH:
WEAPON:

Be afraid. We are, whenever we play this bit.

IF FOOTBALL IS YOUR RELIGION, HADN'T YOU BETTER READ THE BIBLE?


NEW!
99p
TOTAL FOOTBALL
THE ULTIMATE FANS' MAG
AAARSENAL! Why we all love to hate the Gooners
JOCKS AWAY! Gazza's giddy guide to Glasgow
The Premier League's pair of aces...
GULLIT & BERGKAMP
...and over 50 other top geezers in our exhaustingly splendiferous
NEW SEASON PREVIEW!
PLUS! John Motson's greatest matches ever • Fantasy League laid bare • The sleazy world of Malaysian soccer • Harry Bassett's comedy socks • Urinating on Mark Hateley • Billy's Boots remembered • And free HOT SEX (possibly...)

ISSUE 1 OUT NOW
ONLY 99P

http://www.futurenet.co.uk/outdoors/totalfootball.html

# TRACKSUIT MANAGER 2

**Runs on:** All Amigas
**Publisher:** Alternative
**Authors:** In House. Probably.
**ETA:** October/November

Thankfully the balance has returned. If you haven't already met (or are not aware of his existence) our new Production Thingy, Martin, all rejoice his being here. The reason I'm happy about it is because he's a football nut. And so even though Steve has gone, there are still two people on the team who like footie manny games. And as if by magic…

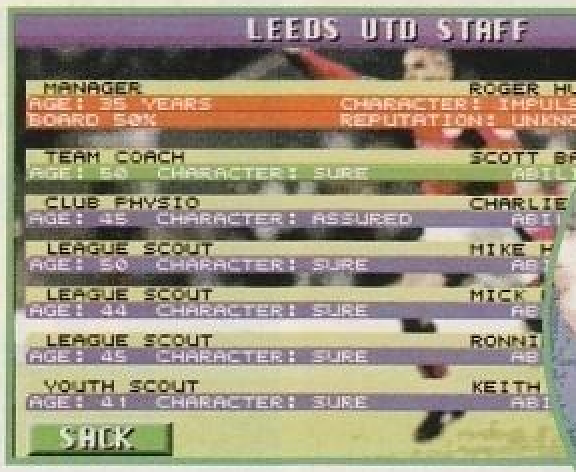
…another one appeared. Welcome one and all to *Tracksuit Manager 2,* a game title which seems suspiciously made up from the ground-breaking OFFICIAL AMIGA POWER FMG NAME GENERATOR (from the football feature in issue 50) using the combination 5, 2, 3. And it seems the we are not the only source that has, erm, influenced this game.

Flicking through screen after screen of relevant information and using my extensive back catalogue of memories, I seem to remember playing something like this before. And I have. It's called *Championship Manager '93* (or '94. Or even Italia). All the stats, all the options. All the things that the game either allows you to do or shows you seem to have been transferred straight over from the *Championship Manager* games. Now obviously this is a bad thing (the old AMIGA POWER maxim 'standing still is in fact going backwards' springs to mind), and presumably Domark will have to look long and hard at this 'homage' to their games. However, this pre-release version manages to have a couple of things in its favour.

The first is the two different ways to view someones abilities. You can either consult the team list and use figures to see who's good at what, or you can bring up the personal file and check out in words (good, average, excellent etc) how good someone is. The game also quickly brings up your information without too much disk-accessing, and lets you do all your snooping and deal-doing without going through dull menus. So you can click on any player from any team at any time without wading through a complicated menu/tables system. And very practical it is too.

Unfortunately, I didn't have much time with the game as the nice guy from Alternative couldn't leave the game with us, but rather than, for instance, reviewing the game based on watching him for a few hours, we decided we were both better off waiting until it was actually finished. The most interesting thing is that next months we should have this and *Championship Manager 2* 'in' for review, so the time for an exciting play off between them is almost upon us… Sorry for the over the top ending, but I'm trying to convey a ambience of excitement about football management games. And it's not easy.

● ***PAUL MELLERICK***



LEEDS UTD STAFF

MANAGER ROGER HULLEY
AGE: 35 YEARS CHARACTER: IMPULSIVE
BOARD 50% REPUTATION: UNKNOWN

TEAM COACH SCOTT BAR
AGE: 50 CHARACTER: SURE ABILI

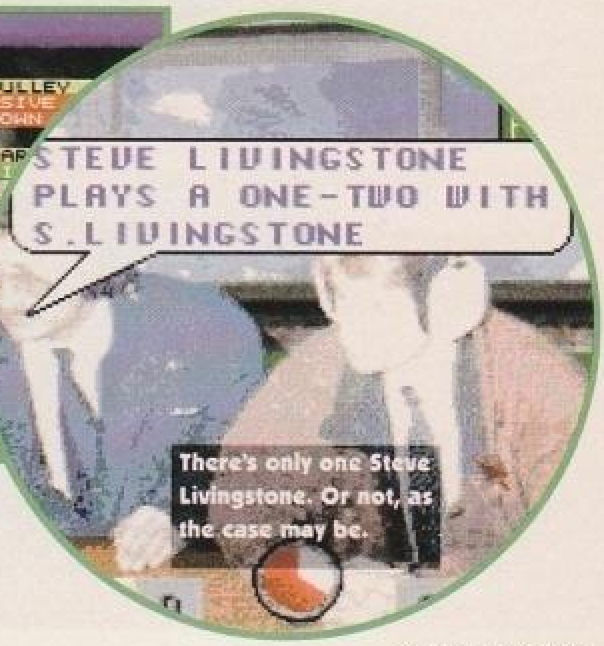
CLUB PHYSIO CHARLIE
AGE: 45 CHARACTER: ASSURED ABI

LEAGUE SCOUT MIKE H
AGE: 50 CHARACTER: SURE AB

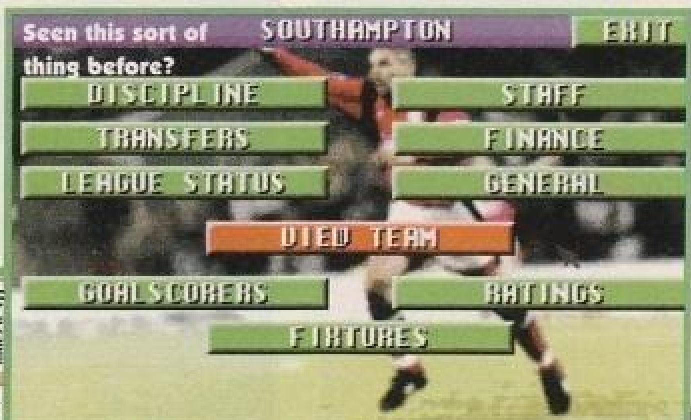
LEAGUE SCOUT MICK
AGE: 44 CHARACTER: SURE AB

LEAGUE SCOUT RONNI
AGE: 45 CHARACTER: SURE AB

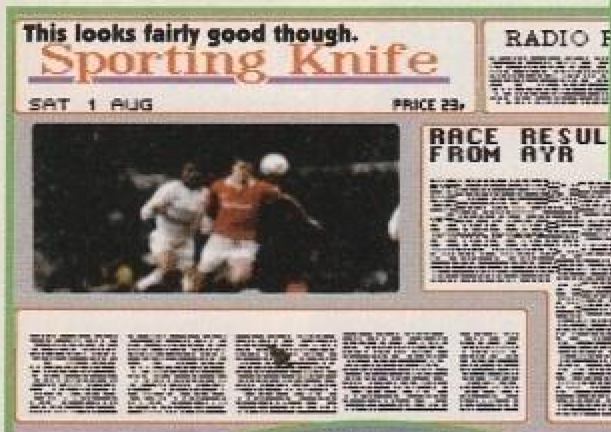
YOUTH SCOUT KEITH
AGE: 41 CHARACTER: SURE ABI



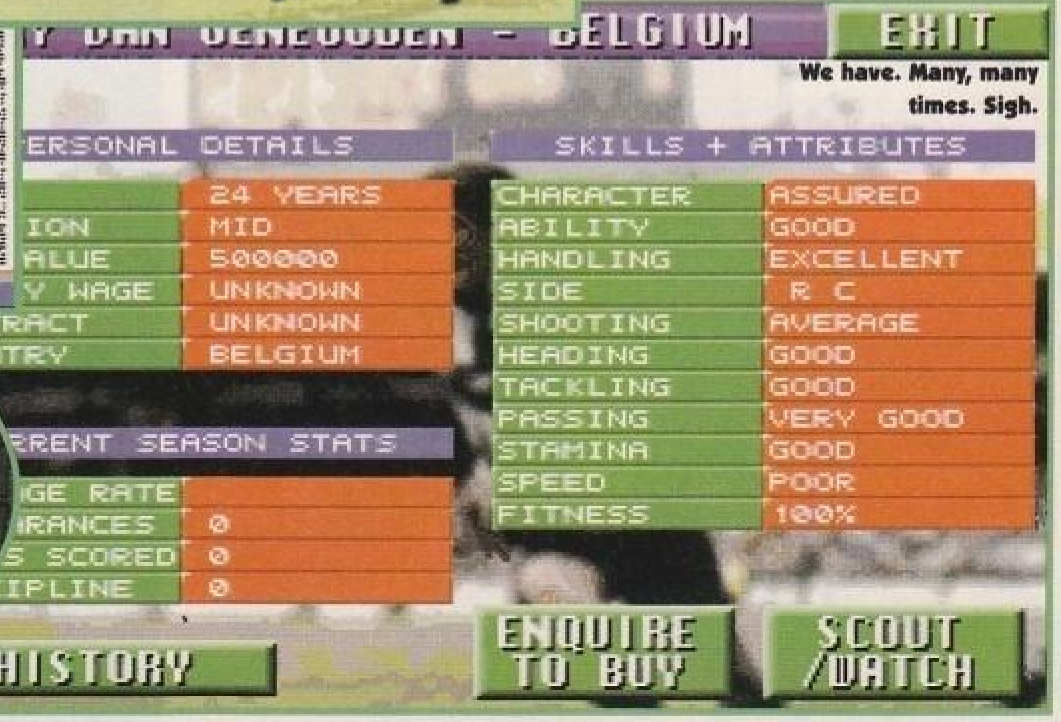
There's only one Steve Livingstone. Or not, as the case may be.



Seen this sort of thing before?



This looks fairly good though.



We have. Many, many times. Sigh.

Y VAN GENECODEN - BELGIUM

ERSONAL DETAILS

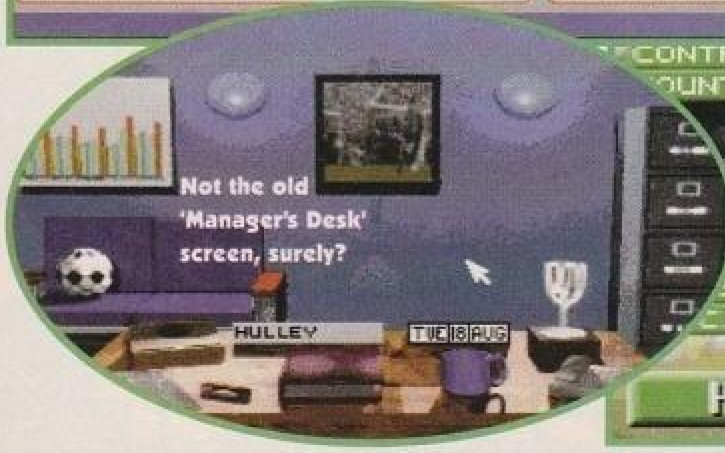
| | |
|---|---|
| | 24 YEARS |
| ION | MID |
| ALUE | 500000 |
| Y WAGE | UNKNOWN |
| CONTRACT | UNKNOWN |
| OUNTRY | BELGIUM |

SKILLS + ATTRIBUTES

| | |
|---|---|
| CHARACTER | ASSURED |
| ABILITY | GOOD |
| HANDLING | EXCELLENT |
| SIDE | R C |
| SHOOTING | AVERAGE |
| HEADING | GOOD |
| TACKLING | GOOD |
| PASSING | VERY GOOD |
| STAMINA | GOOD |
| SPEED | POOR |
| FITNESS | 100% |

RRENT SEASON STATS

| | |
|---|---|
| GE RATE | |
| RANCES | 0 |
| S SCORED | 0 |
| CIPLINE | 0 |

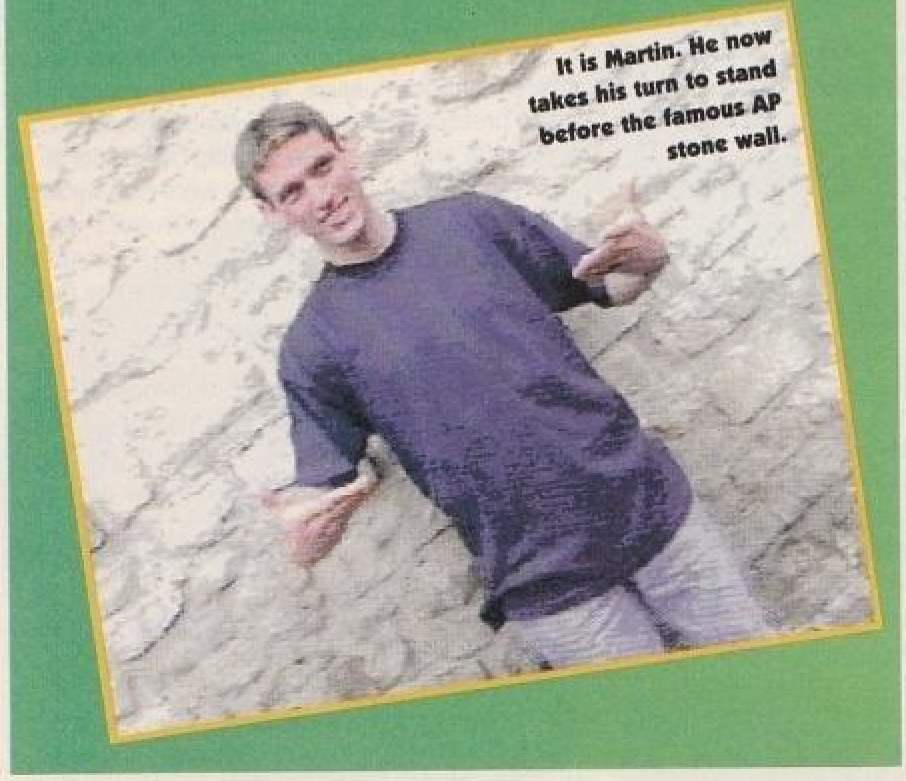


Not the old 'Manager's Desk' screen, surely?

# HANG ON, WHO'S THAT?

As we cheerfully ignored the gathering crises of nothing to review and the possible resumption of the nuclear arms race this month, strange things were afoot in one corner of the office. It all started when Steve Faragher donned a leather cape and announced "I journey far, yet you shall hear of me in legends. Aha. Aha-ha" before striding off with three guys he'd just met in a pub.

His desk gathered dust for several weeks until we eventually worked out he wasn't returning, at which point we trawled the nation's Universities looking for someone young and eager enough to work long hours for little thanks and a daily bowl of rice. Enter new bod Martin, whose frequent relapses into anecdotes about home football team Notts County have already started to grate, so we're sure he'll fit in just fine. And in a bid to see how many students read AP, free copies of *Mortal Kombat* go to whoever correctly names the Uni from which he was wrenched. Mark your envelopes 'New Kid in Town.'



It is Martin. He now takes his turn to stand before the famous AP stone wall.

# INCOMPREHENSIBLE PUBLICITY BLURB CORNER

One of the many things that confuses us is getting incomprehensible 'press releases'. Not the games type, you understand, but ones for, say, tables to put your Amiga on, or ones disseminating news of a computer the size of a hamster's head being used to regulate blood flow in premature calves. Reaching comfortably past the crushing pack to dip an authoritative cup into the punch bowl of pitifully misdirected enlightenment this month comes a 'press release' from Angoss Software.

"Angoss KnowledgeSEEKER is an artificial intelligence data analysis and prediction tool that offers users a unique solution for business analysis/decision support applications," it informs us. And we pass this information on to you, our readers, because we care. Unlike, clearly, Angoss Software. How we miss the Melfax Modem Card.

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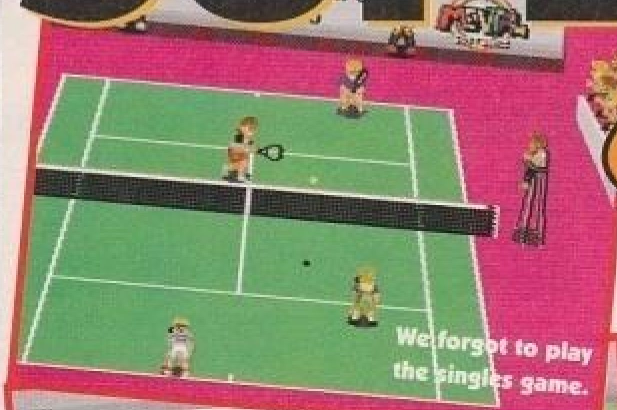
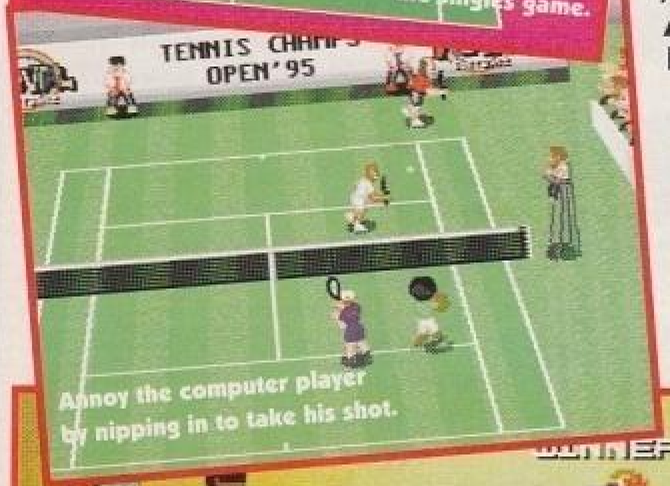
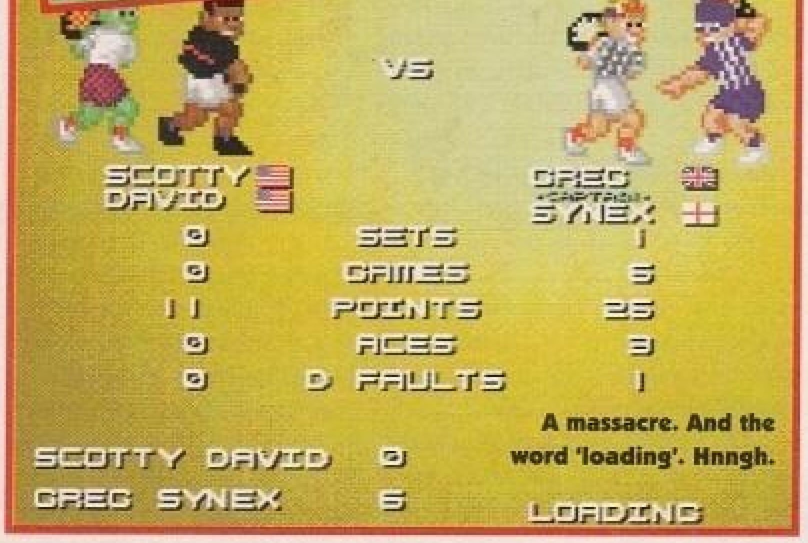
# SUPER TENNIS



We forgot to play the singles game.



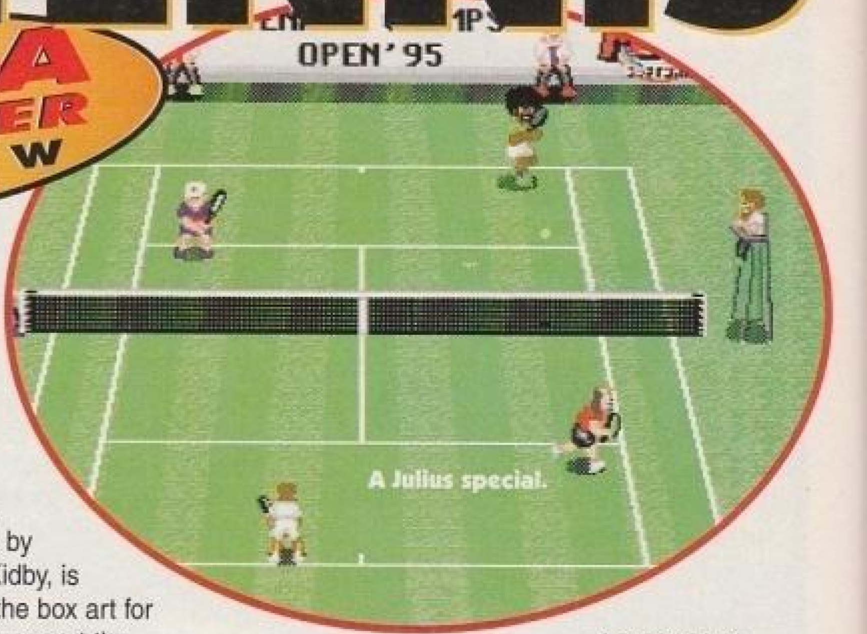
Annoy the computer player by nipping in to take his shot.



| SCOTTY DAVID |  | GREG SYNEX |
|---|---|---|
| 0 | SETS | 1 |
| 0 | GAMES | 6 |
| 11 | POINTS | 25 |
| 0 | ACES | 3 |
| 0 | D FAULTS | 1 |

| | |
|---|---|
| SCOTTY DAVID | 0 |
| GREG SYNEX | 6 |

A massacre. And the word 'loading'. Hnngh.



A Julius special.

AMIGA POWER PREVIEW

**Runs on:** A500, A600, A1200
**Publisher:** Audiogenic
**Author:** Elton Bird
**ETA:** November

Here's a funny thing. This month's cover, by TV's famous Paul Kidby, is likely to appear as the box art for *Odyssey* after we told them how great the picture done especially for OUR cover was. If, therefore, you see the cover on the box when you buy the game, WE HAD IT FIRST. We did not copy them – exactly as we did not with *Second Samurai*. WE GOT THERE BEFOREHAND, and they used it after us.

As, indeed, we did with *Tennis Champs*. We bought it from Elton to put on a cover disk, but Audiogenic liked it so much, they plan to release a 'super' version with extra things. Like these:

"Four-player mode!" (This wasn't working on our copy. The doubles game was up and running, though, and extremely entertaining it is. Cam and I played as Herb and Ayrton versus Julius and Stan (each character has different abilities – Julius, for example, cracks under pressure and will invariably double-fault on set points) and there were exciting net incidents and diagonal slams aplenty. We were also bucked to discover we could play on opposite sides with computer partners, but forgot to do so.) (Except we went back the next day and played some more. Duty is all.)

"Six shots available!" (Yes. It's still fiddly to select the one you want, though. But they're building in two-button and CD32 joypad support.)

"Two service modes!" (Once again, yes. The squawky hard-to-place 'pro' serve is now joined by an 'easy' mode where you control an obvious target. Hard to see how that would work against another player though.)

"Different court types!" (Indeed. But our version had these.)

"Scrolling court!" (This is a new thing. The court, though still the same size, optionally scrolls to follow the ball. It works well and is a generally pleasing effect.)

# CONSTRUXION

AMIGA POWER PREVIEW

**Runs on:** A500, A600, A1200
**Publisher:** The Hidden
**Authors:** The Hidden
**ETA:** Before Christmas

So there we are, waiting for an envelope from The Hidden to arrive with details of The Hidden's *Golf* and *TBE* (their racing game). Such an envelope at last arrives, except it is not such an envelope at all. A single disk falls from it, along with an outrageously badly-written cover note that starts, "Hello Johathon". The disk bears the legend. "Construxion".

What the heck?

"The programmer of *TBE's* gone on holiday, and the *Golf* screen-rotation's gone a bit wonky," said Craig Howard. "This is our new game. It's a cross between a puzzle and a platform game. And an interactive cartoon."

Gumph.

"It's a sort of Tetris-y weird thing. Blocks fall down the screen, and you have to use them to construct buildings within a time limit." You play one of three building contractors, you see, with differing personalities. "We've tried to give them different attributes to make things a bit different. For example, one of them likes children, so will tend to veer off and save an errant child from falling off a beam."

Co-operation, then, is clearly of paramount importance.

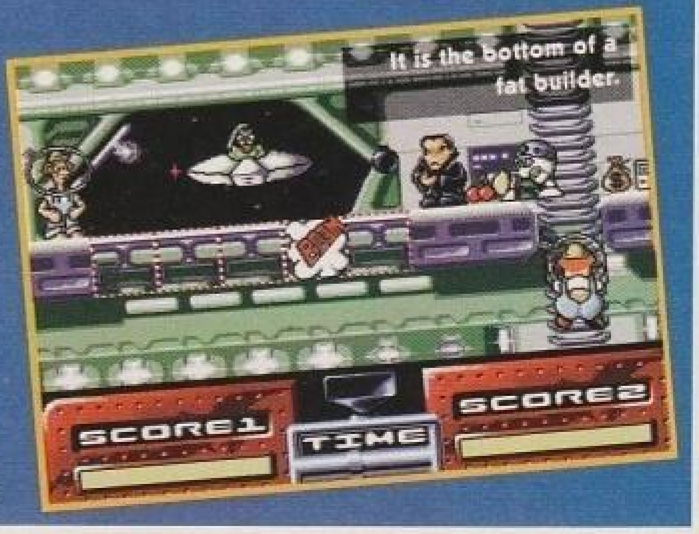
"Yes. It's a two-player game, but with one player the computer partner is intelligent and so will know when you need, say, a bunk-up to get to a high platform. We've also tried to be different with the monsters – as well as attacking you, they try to hinder the" – oh dear – "construxion by stealing your plans. But you have 'special' weapons too – for example, if you collect enough cups of tea, your builder goes into a frenzy, rushing down the building to reach the toilet, killing everything in his path. We're not quite sure when *Construxion* will be out, as we're working on everything at once. We have a Mode 7 routine going – we're using it for *Golf* – and are trying it out with a helicopter combat game and a Mario Kart 'tribute'. And we're looking to publish other people's games, or just to give them advice. We want a stable base for the Amiga again."

Such readers can contact The Hidden on 01493 603883. (Ask for Simon.) And Spodland?

"Ooo. Er. Um."

Tsk.

● *JONATHAN NASH*



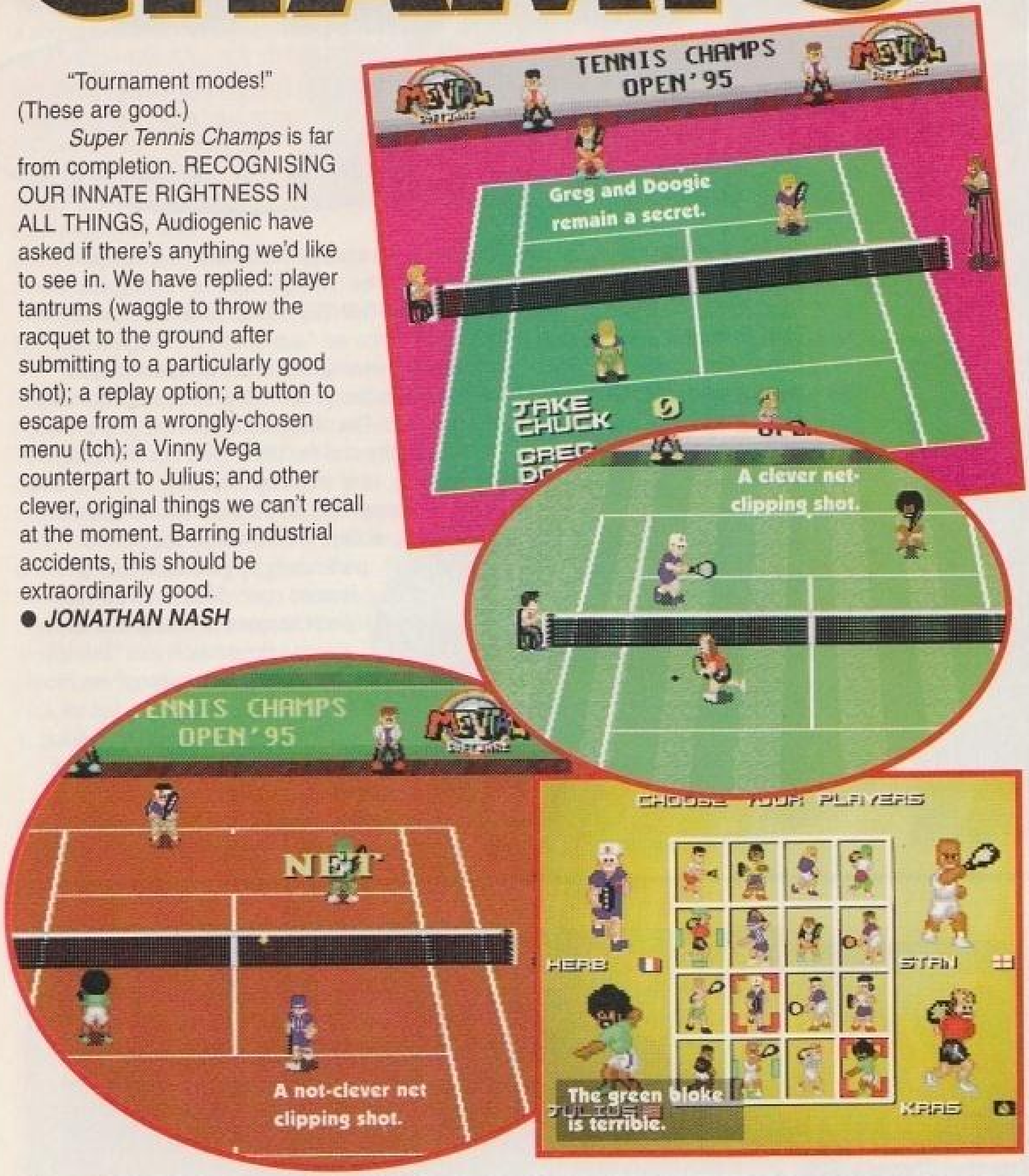
It is the bottom of a fat builder.

# CHAMPS

"Tournament modes!" (These are good.)

*Super Tennis Champs* is far from completion. RECOGNISING OUR INNATE RIGHTNESS IN ALL THINGS, Audiogenic have asked if there's anything we'd like to see in. We have replied: player tantrums (waggle to throw the racquet to the ground after submitting to a particularly good shot); a replay option; a button to escape from a wrongly-chosen menu (tch); a Vinny Vega counterpart to Julius; and other clever, original things we can't recall at the moment. Barring industrial accidents, this should be extraordinarily good.

● ***JONATHAN NASH***



Greg and Doogie remain a secret.

A clever net-clipping shot.

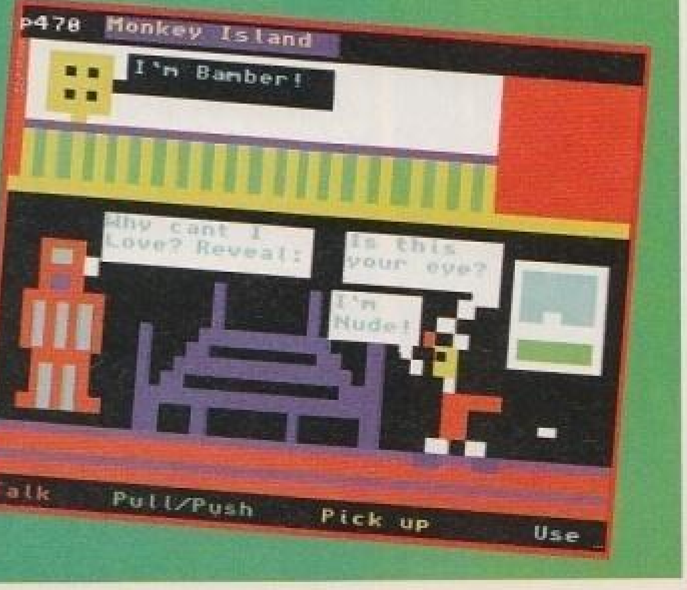
A not-clever net clipping shot.

The green bloke is terrible.

# IN THE STYLE OF...

If you, our readers, have teletext-compatible TVs, you are advised to seek out page 470, located on Channel 4. This is the index of Digitiser which offers, for example, weekly game charts, along with some writing that is funny (although it does tend to go through cycles of being stunningly terrible; but it's just come out of one of those, so phew). Shakir Khan of Colchester is PATENTLY OBVIOUSLY a Digitiser reader, for here is his The Secret Of Monkey Island In The Style Of...Teletext, and it is exactly right. We had no hesitation at all in awarding 8/10, which would have meant Shakir receiving £160 worth of games. Would have, that is, but for the lack of a 'reveal' joke. It could easily have been implemented with, for example, flashing characters. Shakir's LAZINESS reaps just reward, and his score is halved to 4/10. He will receive £80 of software in due course.

Should you have an In The Style Of... picture, send it on a Deluxe Paint-readable disk to In The Style Of..., AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Include your name and address (obv) and the type of Amiga you have so we know what to send you if you win.



# Consigned To Heaven

Each and every day, things decay and fade away. And we mark their passing in our 'special' way.

*Warhead.* Making brief appearances in the first few AMIGA POWER All Time Top One Hundreds, this blend of wire-framed space combat and saving the entire universe plotting still makes many of us vaguely nostalgic. But where is it now? Not being sold off for £3 at Game Zone, that's for sure.

The Virtual Boy. After losing Nintendo millions abroad, they're now not even bothering to release this bonkers 3D game system. We think it's great though.

The old The One. It may have been unfunny and terrible, but at least...

# GOING DOWN

The good and the righteous die young, while the crass and useless just keep on rolling. Look no further than George Burns for proof.

Rick Dangerous. It was terrible, killing you pointlessly and unavoidably at every point, and yet its legacy lives on in some traps from this month's release *Odyssey.* Brrr.

Summer Blockbusters. Right, we've seen them all now, and quite honestly, what was the point? Roll on winter, roll on low-budget, imaginative and honest-to-goodness watchable films.

The French Government. Like we need more bombs? Yeah, right on. Man.

# LEADING LAP

AMIGA POWER PREVIEW

**Runs on:** A500, A600, A1200, A4000
**Publisher:** Black Legend
**Authors:** Kellion (Tony Dillon: design, 'Phoenix': programmer, Alex Barregan: graphics, John Haines: music)
**ETA:** September

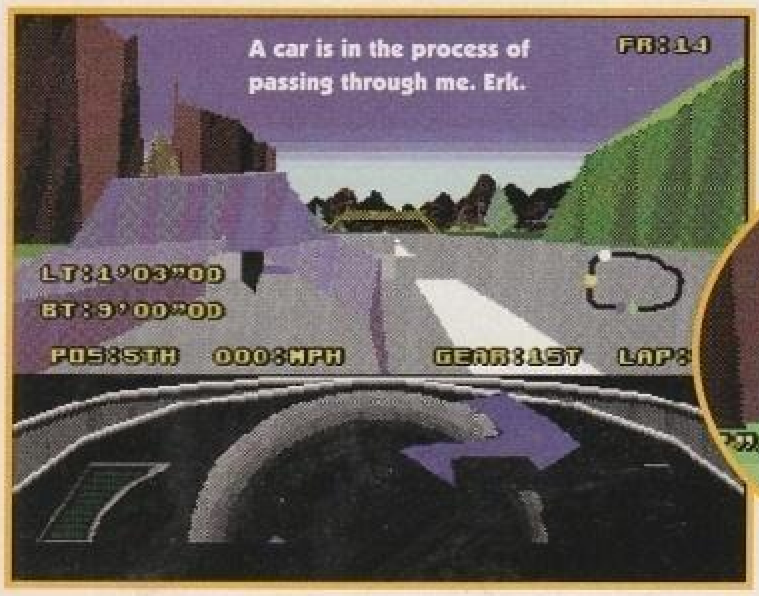
“*Leading Lap* is the game finally to beat *F1GP*,” said Tony Dillon during our conversation about Kellion's new game. “Excuse me,” he added hurriedly.

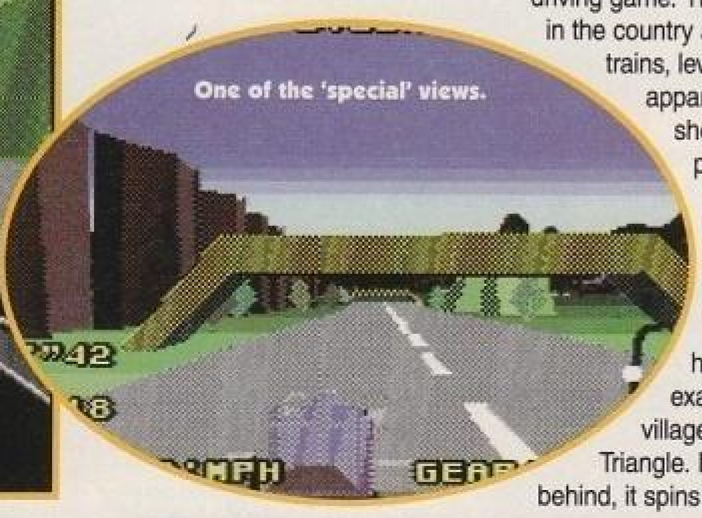
“Peep peep peep,” said the electronic woman. “The other party is engaged but knows you are holding. Please wait.”

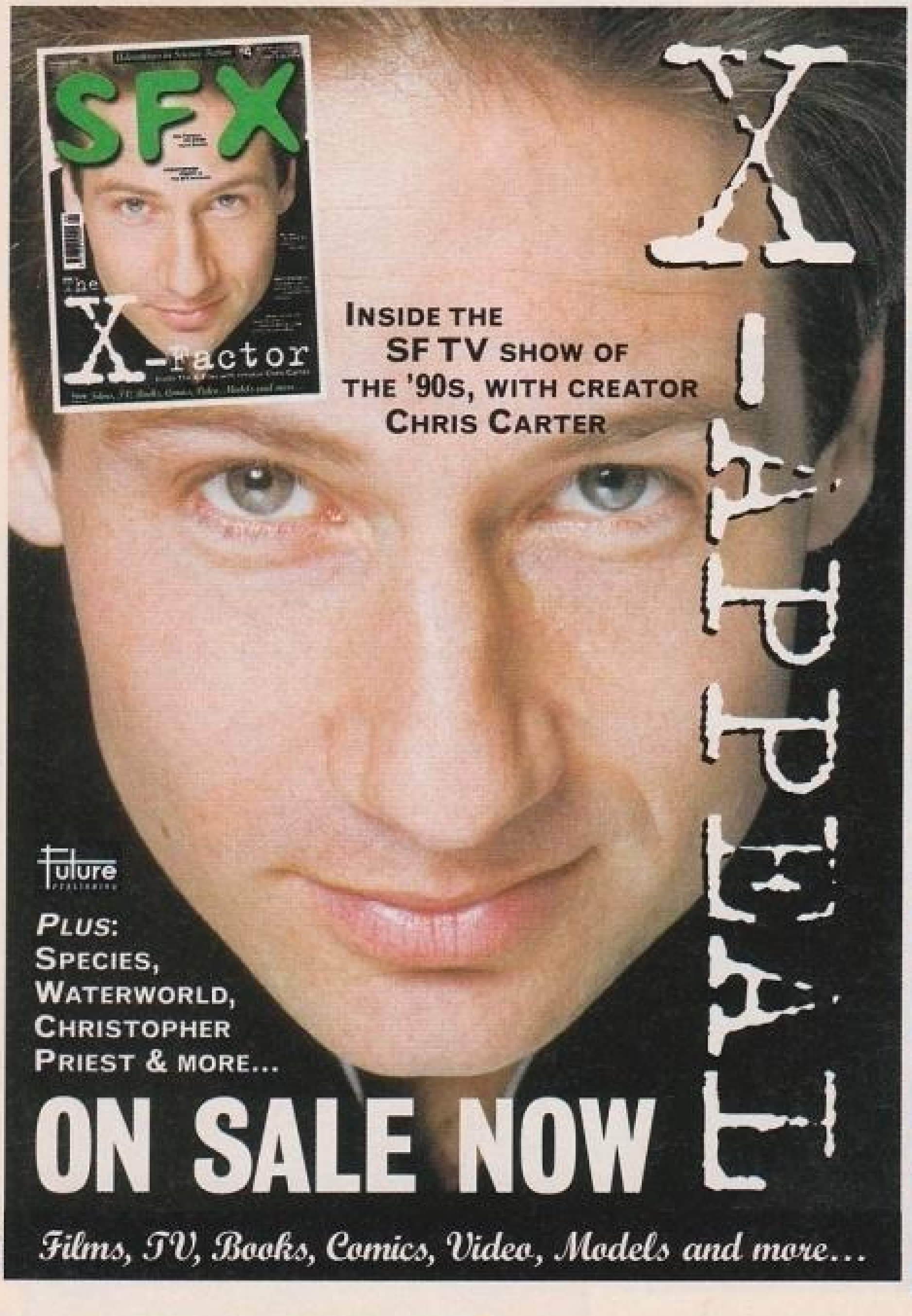
Rats.

“Peep peep peep.”

Perhaps we should review what we know already. Alert readers will recall Jonathan Davies having looked at *Leading Lap* in issue 49, but THINGS HAVE CHANGED since then. The latest demo we have (and from which these screenshots were taken) is of the racetrack level – the first in the game, and the closest to a traditional driving game. The other sections of the game – set in the country and the city – have oncoming traffic, trains, level crossings, tractors, junctions and, apparently on the insistence of Germany, sheep. We, however, are excited particularly by junctions, having feasted upon *Skidmarks 2's* cross-track bargement until virtual fat dripped down our chins. “There'll be hundreds of junctions,” we recall Tony saying before being put on hold. “One of the country tracks, for example, consists of three groups of villages set in a triangle. It's called The Triangle. If a computer car hits you from behind, it spins out. So you can deliberately place


A car is in the process of passing through me. Erk.


One of the 'special' views.


SFX
The X-Factor
INSIDE THE SF TV SHOW OF THE '90S, WITH CREATOR CHRIS CARTER
X-APPEAL
Future Publishing
PLUS: SPECIES, WATERWORLD, CHRISTOPHER PRIEST & MORE...
ON SALE NOW
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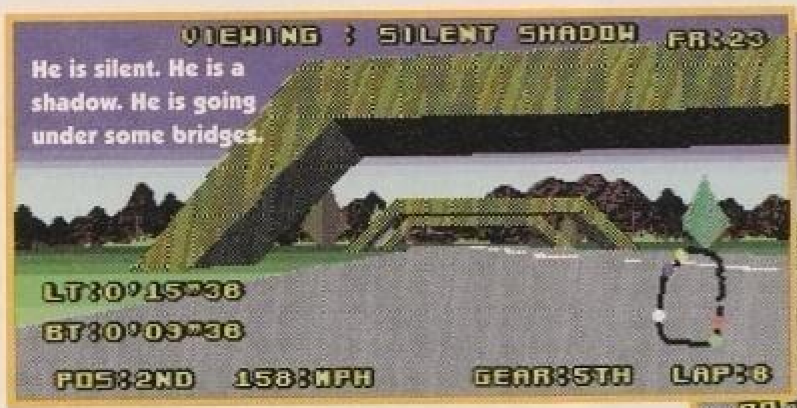
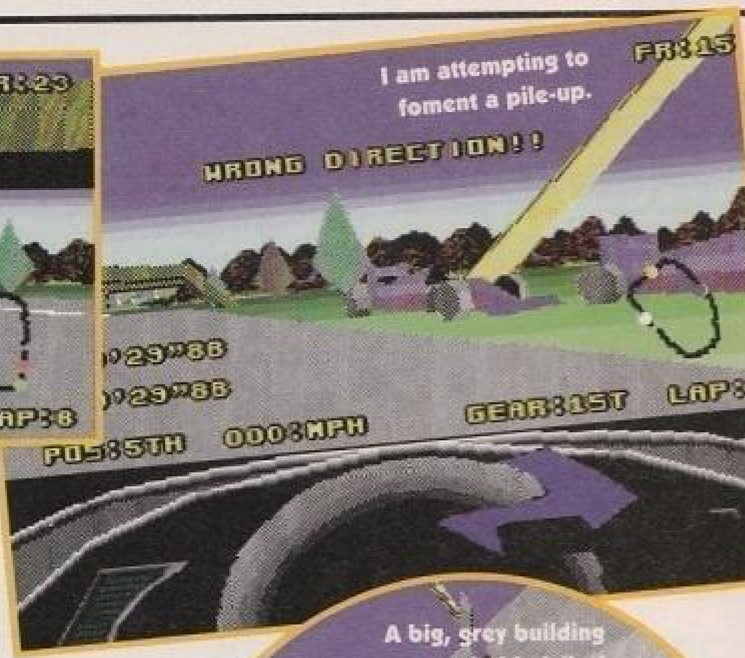
## THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you've followed the AMIGA POWER guide to not getting burned:

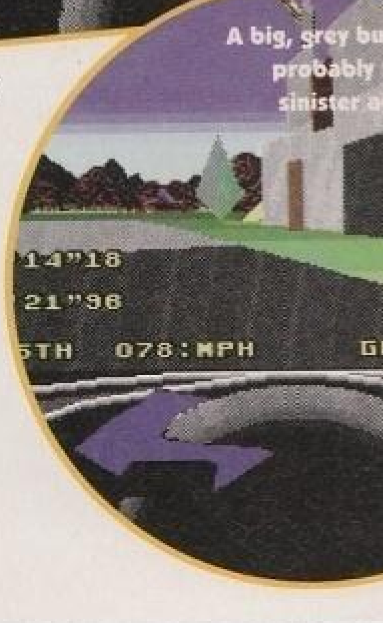
1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want is in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.
2) Read the small print in the ads. If it's small, they're obviously trying to hide something.
3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid, Avoid, AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.
4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.
5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only. This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.
6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.
7) Keep records. For cheques purchases, fill in the cheque stub with the right amount and full name of the company.
8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.
9) Keep up to date: Order from the most recent issue of AMIGA POWER.
10) If it doesn't work out, phone the retailer first. Don't yell at them or anything,just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards Officer. He's in the phone book, and good luck.



He is silent. He is a shadow. He is going under some bridges.



I am attempting to foment a pile-up.



A big, grey building probably full of sinister agents.

yourself in an opponent's way to destroy him. In fact, if you time it correctly, you can hit a drone car from the traffic which will cannon into a computer driver. It all gets really nasty. That's not to say it's tricky on the racing levels – for example, you get one called The Funnel which is mostly a long single-laner. We wanted to start people off with something familiar before introducing them to the newer stuff."

Good, we remember saying. But why's it taken so long?

"We took the game to Germany, to Black Legend, and they wanted a new detail level put in for people with faster machines and accelerator cards. The game will run on an A500 and that, but the better machine you have, the more you can switch on. You can set the distance objects appear at, for instance." And you can. A bit like in *Guardian*. "You'll still have all the viewing angles in there, though. We have five at the moment, and that's including trackside cameras. It's tricky, but possible to drive by these." And it is. Fun, though.

Our impressively-accurate recall was broken by a sound on the line. Could this be Tony returning to qualify his bold statement?

"Peep peep peep."

No. But we do know that you'll have to play properly through the game to reach the interesting bits. We make the appropriate mnemonic connections and – there – the memory pops up.

"There is a practice mode, but that doesn't have the other cars on the tracks – so you could go to a level with a train, say, but the train wouldn't be running." So cheats will not prosper. AS IN REAL LIFE (but not *Fears*, page-skipping fans).

"There's a serial link option, of course. And we dropped the motorway tracks because we realised driving at high speed along straight roads is boring."

"Peep peep peep. The other party knows…"

"Hello?"

Hello?

"Yes."

Phew. Tony has returned. So you reckon *Leading Lap's* going to be better than *F1GP* then?

"Yes."

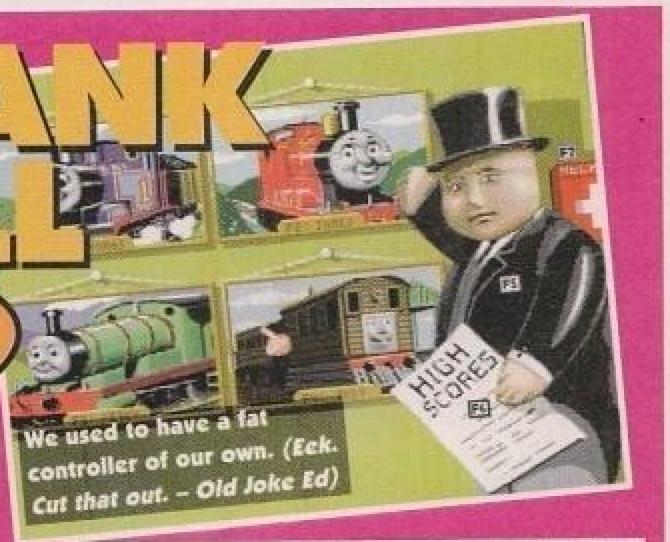
Right. Bye then.

"Bye."

● *JONATHAN NASH*

# THOMAS THE TANK ENGINE PINBALL

AMIGA POWER PREVIEW

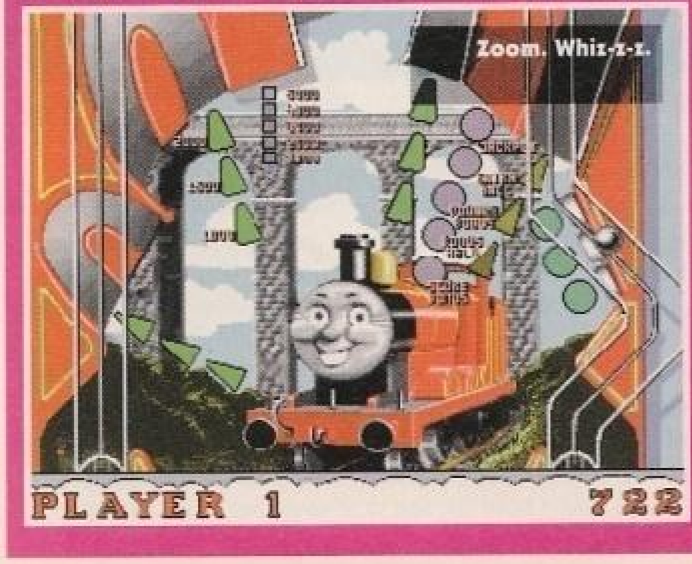


We used to have a fat controller of our own. (Eck. Cut that out. – Old Joke Ed)

**Runs on:** A500, A600, A1200
**Publisher:** Alternative
**Authors:** In-house
**ETA:** October

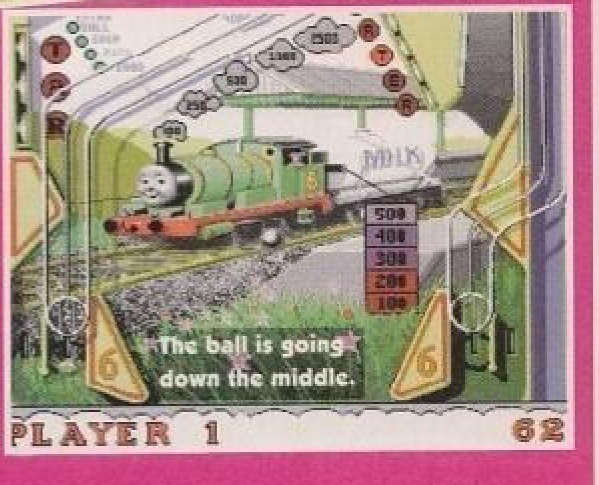
Or *Thomas the Tank Engine and Friends Play Pinball*, to give it the correct name. Bless Alternative – five years on, and they're still using titles too long to fit across a page.

You may remember *Obsession*, the charmingly old-fashioned pinball game reviewed in AP50 (which reminds us, there should be an A1200 multiball version along about now). *Trainball* (or whatever; hopefully by next month we'll have thought of a clever nickname) reminds us of that game – it is simple and glitz-free but has a 'style' to it. Predictably, the four tables are each based around one of Thomas the Tank Engine's friends, of whom we know none. They probably have alliterative names.



Zoom. Whiz-z-z.

Alternative are pushing *Trainball* as a "children's game" but we rightly ignore such nonsense. A game is a game, so there. (Interestingly, although they've taken out the side gulleys as "children might find this upsetting" or something, they've left in the nudge-too-hard-lose-ball-and-bonuses tilt.) And so far it plays smoothly (if a little 'light' on the balls), has an entertainingly 1950s scoring method ("Hurrah! 200 points! Beat that, Pibbers!"), a few terrific ideas (such as the 'table angle' – a steep table for a heavy, skillful game, a shallow one to speed and skitter things up a bit) and the ORIGINAL, UNEXPURGATED Fat Controller. (Apparently in America he's known as Timmy Top-Hat to avoid offence, although, curiously, they've left in his chronic alcoholism and wife-beating. An obvious lie.)



The ball is going down the middle.

Next month will, we are told, see a review. Possibly *the* review, eh, readers? Toot toot.

● *JONATHAN NASH*

## TOP TWENTY CHARTS TOP TWENTY

**1. PLAYER MANAGER 2**
Anco/Virgin £20 ★★
**2. SENSIBLE GOLF**
Virgin £30 ★★★
**3. SENSIBLE WORLD OF SOCCER**
Renegade £30 ★★★★★
**4. PREMIER MANAGER 3**
Gremlin £26 ★★★★
**5. ULTIMATE SOCCER MANAGER**
Impressions £26 ★★★★★
**6. COLONIZATION**
Microprose £35 ★★★★★
**7. SKIDMARKS**
Acid Software £10 ★★★★★
**8. THEME PARK**
Bullfrog £30 ★★★★★
**9. SUPER SKIDMARKS**
Acid Software £28 ★★★★★
**10. UFO: ENEMY UNKNOWN**
Microprose £26 ★★★★
**11. JUNGLE STRIKE**
Ocean £28 ★★★★
**12. FIFA INTERNATIONAL SOCCER**
Electronic Arts £30 ★★★
**13. RISE OF THE ROBOTS**
Mirage/Time Warner £43 ★
**14. ZEEWOLF**
Binary Asylum £30 ★★★★★
**15. COMBAT CLASSICS 3**
Empire £30 ★★★★
**16. PGA EUROPEAN TOUR**
Ocean £30 ★★★★
**17. KICK OFF 3**
Anco £25 ★★
**18. MR BLOBBY**
Millenium £Too much ★
**19. CANNON FODDER 2**
Virgin £30 ★★★★★
**20. TACTICAL MANAGER 2**
Black Legend £26 ★

## TOP FIVE BUDGET CHARTS TOP FIVE BUDGET

**1. SUPER METHANE BROTHERS**
Extender £10 ★★
**2. BRAIN LARA'S CRICKET**
Audiogenic £10 ★★
**3. INDIANA JONES: FATE OF ATLANTIS (GRAPHICS ADV)**
Kixx £17 ★★★★
**4. MONKEY ISLAND 2**
Kixx £17 ★★★★★
**5. MORTAL KOMBAT**
Virgin £10 ★★★★★

## TOP FIVE CD32 CHARTS TOP FIVE CD32

**1. GLOOM**
Black Magic £26 ★★★★★
**2. UNIVERSE**
Core Design £30 ★★
**3. LEMMINGS**
Psygnosis £26 ★★★★★
**4. SHADOW FIGHTER**
Gremlin £26 ★★★★★
**5. MICROCOSM**
Psygnosis £45 ★

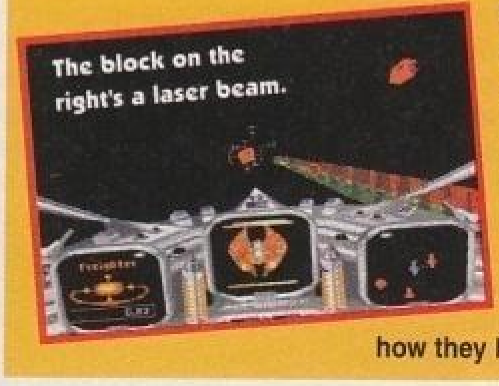
The charts are © ELSPA

# CRUSADER

Issue 51 saw a preview of Gamtek's *Star Crusader* featuring a vast amount of PC screen shots which, as well as looking quite lovely, gave absolutely no impression of what the Amiga version would look like. Work has progressed since then to the point of a playable demo of this Wing Commander-esque battle in space flight simmy type thing, and here's what it looks like.

Yup, like a million flight sims on the Amiga before it, it looks like a few blocks flying round an otherwise black screen and, like space games from the past, it doesn't even have the saving grace of having a big green bit. Which is usually the ground on terrestrial flight sims, unless they're based on the Gulf War, in which case the big bit's yellow.

Since we're actually quite fond of flight sims, we've learned to overlook their invariably bland visuals and concentrated on how they handle, how much fun the combat


The block on the right's a laser beam.

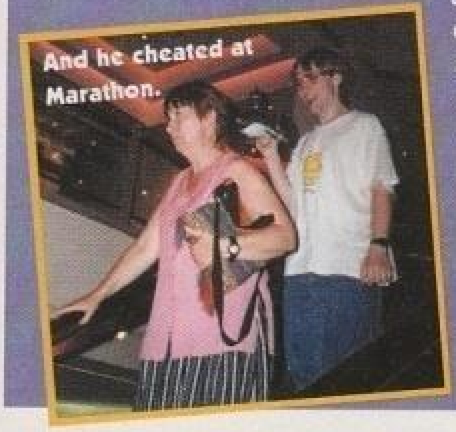
# AND THIS MONTH'S WORK EXPERIENCE KID IS...

## TIM CANT – Student, layabout, international playboy

A week with the funsters at AP, eh? Who could refuse such a proposition? Aside from anyone with even the tiniest amount of sense, natch. Judging from recent issues, it seemed as though they were in serious need of my help. HOW RIGHT I WAS. If it hadn't been for my intervention, this issue would have been a tiny, ill thought-out, shoddily-produced pamphlet with about two reviews. Oh, what's that? Well, it could have been worse. At least AP isn't getting pretentious.

More importantly, though, AMIGA POWER is still within the Profit-MarketShare-Ratio-GreedCurve-Bounds, meaning that the besuited controllers of the sinister organisation that AMIGA POWER answers to will stave off AP's closure until they can find some other, more efficient way to exploit the zoo-going children of the world. However, I will not rest until I have rescued AMIGA POWER from the insidious clutches of their profit-obsessed overlords. Or until I start losing at *Marathon.* Which, incidentally, I am great at.

Tim was our loudest work-experience lackey ever.


And he cheated at Marathon.

# OUR NEW ABC...

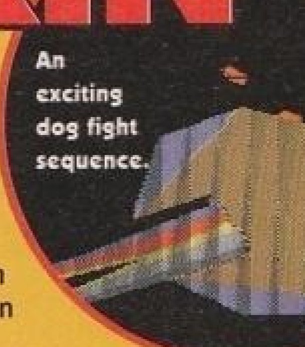
...as in Audited Bureau of Circulation, as in the amount of copies we sell every month, has been added up by external, impartial type bods and comes to:

**30,486**

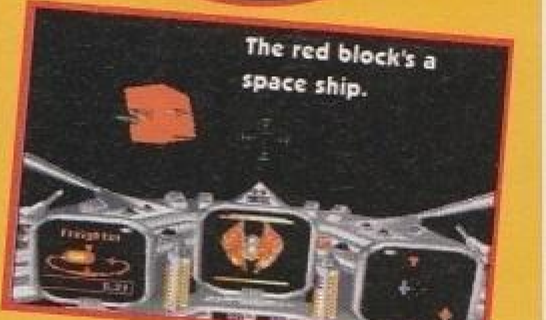
This is obviously quite a bit down from our last ABC of 46,326 and therefore goes quite a long way to explaining recent 'changes' in the mag. We normally use this news to point out that we've sold more than our rivals and are therefore more popular, but this time, The One's closed (only to be hastily reanimated by someone else) and Amiga Action have chosen to release their ABCs on a yearly basis instead of every six months. Hmmm...

## ADERIN'

is and whether the screen updates more than three times a second, and the *Star Crusader* demo manages to score mid-range marks on two of them. It's a teensy bit slow, but we've seen that on previous pre-production flight sim demos. The mouse handling's pretty good, although let down a bit by the slow running speed, and try as we might, we couldn't get any of the other ships to shoot at us to test out the combat, so tch, eh? As always, there'll be a review as and when it's finished.

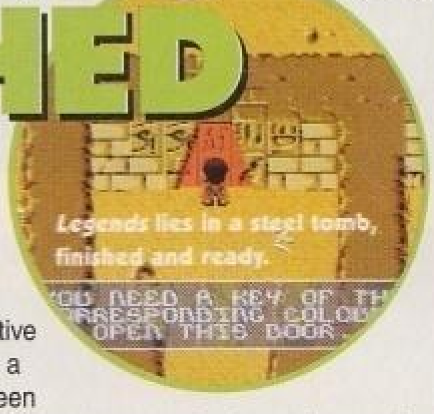


An exciting dog fight sequence.



The red block's a space ship.

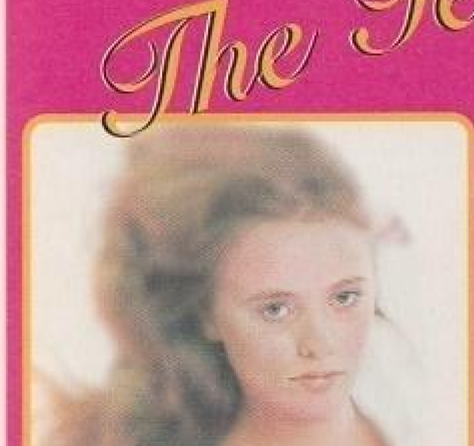
## LEGENDS IS FINISHED



*Legends* lies in a steel tomb, finished and ready.

Not a particularly interesting story, you might think, but riddle me this, how come we aren't reviewing it this issue along with the other, um, the other three new releases? We posed this teaser to Tim James at Krisalis, who sat the collective AP psyche down on his knee and told us a little story. It transpires that the game's been completely finished, play-tested and de-bugged for a couple of months now, but that the only copies IN THE ENTIRE WORLD now lie behind several feet of reinforced concrete and steel in the impregnable Krisalis wall safe. Krisalis have been doing loads of work for other softies recently, and seem to think they can give Legends a higher profile launch (and make more money, obviously) by selling the complete game to an a yet undisclosed third party. So they maintain it WILL still be coming out, but it's unlikely that they'll be releasing it.

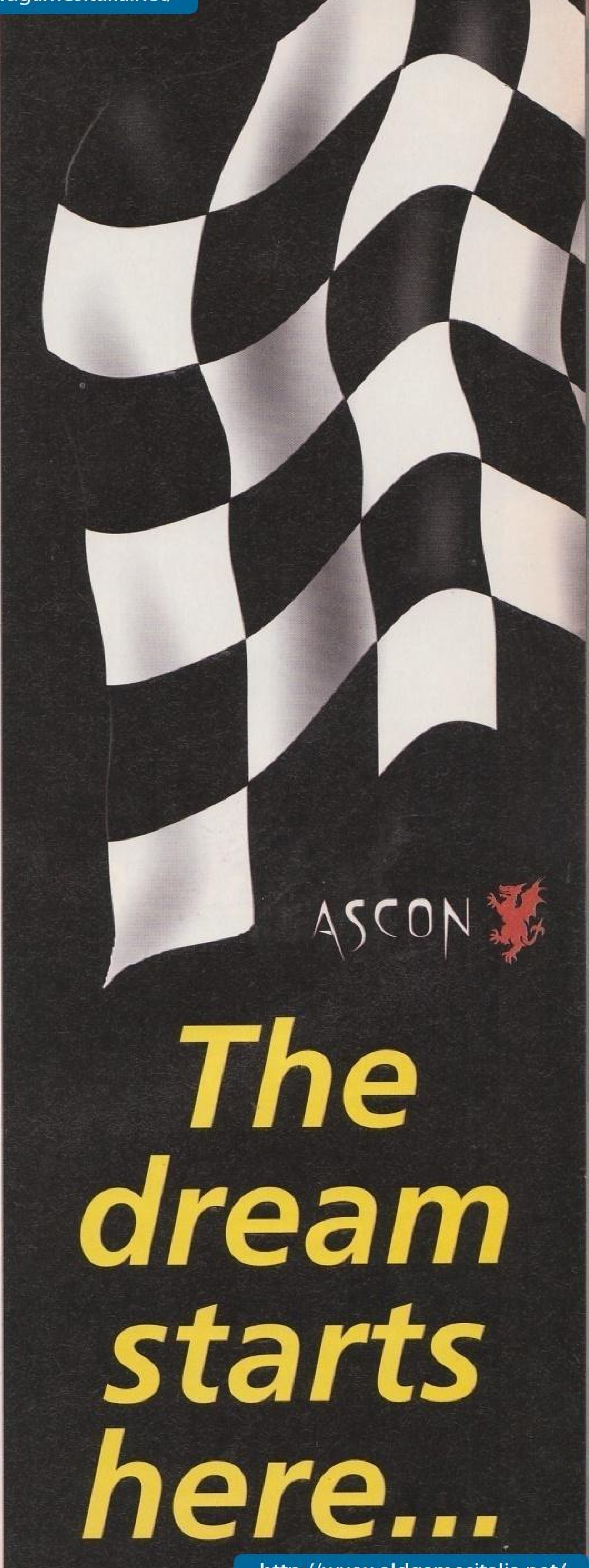
## Killing you softly with her song, she's... *The Temptress*



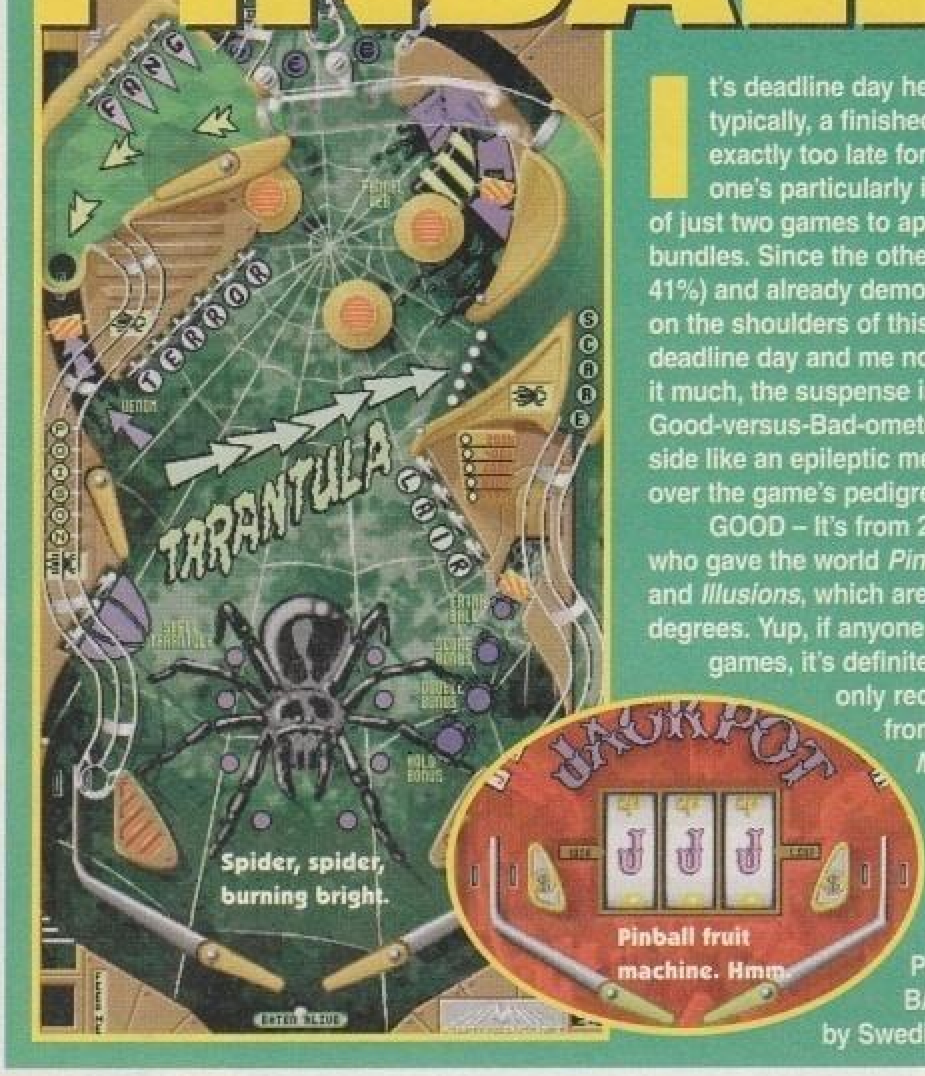
*Hello again. I've jussst got out of the shower, and guessss what I've jussst beeeen reading. Oh go on. Well, they're the reader responssse formssss from AMIGA POWER. Fill them in, fill them in. It'sss true you know, the editor readsss every one. And loook, they're all talking about me. They sssay I'm asss funny as mumble, mumble. They say they'd rather read, cough, than read my curly lettering.*

*Oh.*

*Woooooo-ooooooo. Woooooo-ooooooo. Etc*



# PINBALL MANIA



Spider, spider, burning bright.

Pinball fruit machine. Hmm.

It's deadline day here on AP (again) and typically, a finished game's turned up exactly too late for us to review it. This one's particularly interesting since it's one of just two games to appear in the new A1200 bundles. Since the other one's *Whizz* (AP49, 41%) and already demonstrably crap, much rests on the shoulders of this game. And, it being deadline day and me not having the time to play it much, the suspense is unbearable as the Good-versus-Bad-ometer clatters from side to side like an epileptic metronome while checking over the game's pedigree.

GOOD – It's from 21st Century, the people who gave the world *Pinball Dreams*, *Fantasies* and *Illusions*, which are all brilliant by varying degrees. Yup, if anyone know their pinball games, it's definitely 21st Century, whose only recent attempt to deviate from the norm (*Marvin's Marvellous Adventures*, a pathetically simple platform game) will, I suspect, have hastened their release of yet another pinball game. Ping!

BAD – It's not programmed by Swedish programming team Digital Illusions, the doubtlessly blond team behind all the other 21st Century pinball games. Clang!

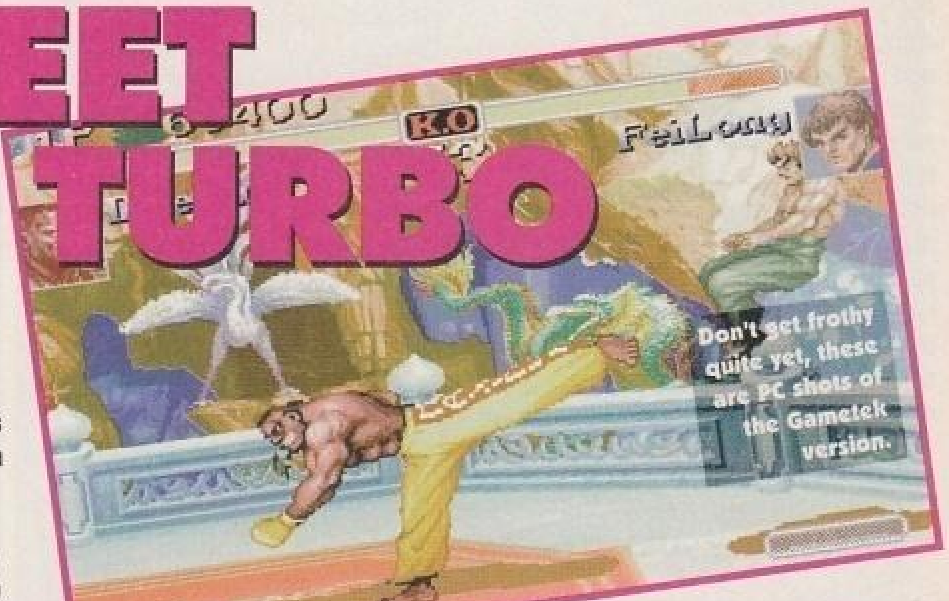
GOOD – *Illusions* was great, but still only had three tables. While quantity is no guarantee of quality, *Mania* has four themed tables, as displayed here. There's the Tarantula table full of webs and poison, a Jailbreak world ruled, according to the press release, "by an unforgiving judge who revels in dealing out life sentences," a casino-based Jackpot table and finally, a football table. And I thought I could escape football on the Amiga for just a few seconds, what a fool, huh? Ka-ding!

BAD – The games been programmed by Spidersoft, who were responsible for the SNES versions of *Pinball Dreams* and *Fantasies*. While they went down well with the console mags, we thought they looked pretty lame and shabby. Thud!

GOOD – Four flippers on every table, multi-ball and all that happy stuff. Fla-Bing!

And so on. A quick play reveals very little worth printing, although we do think the Tarantula table's a bit sparse. Anyway, we'll save judgement until next month. The full dissection of the game begins the moment this issue gets "put to bed." Which, as we've oft stated in the past, is a magazine term.

# SUPER STREET FIGHTER 2 TURBO

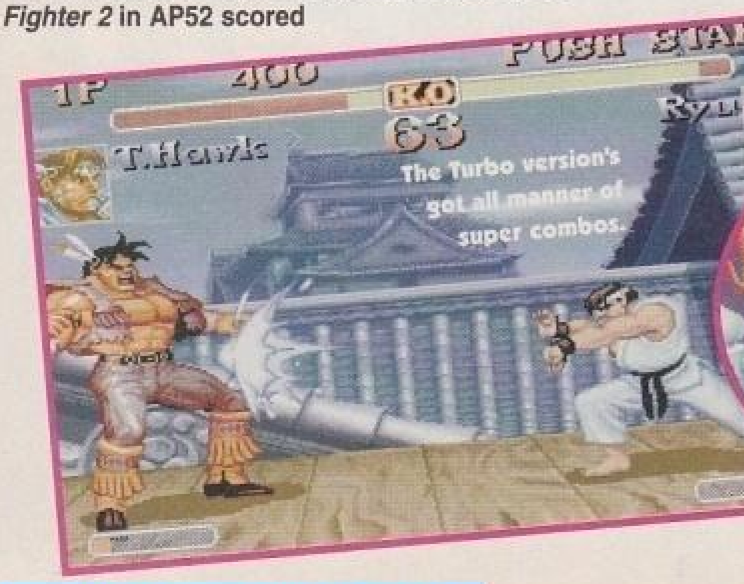


Don't get frothy quite yet, these are PC shots of the Gametek version.

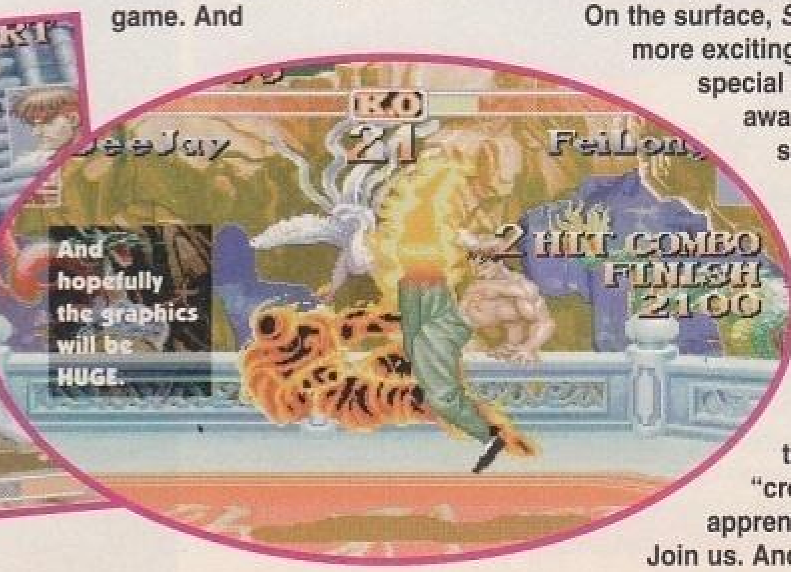
Honestly, it's not all that complicated. It's all come about because the 3DO needed to have what VERGE magazine would call a 'killer app'. Or in other words, a great game. What they, and Gametek, came up with was a direct arcade conversion of *Super Street Fighter 2 Turbo*. This almost mythical arcade game is the pinnacle of Street Fighting with hidden characters (the legendary Akuma), Super Special Combos and Super Finishing Moves.

And in a roundabout sort of way, Gametek has decided to bring it out on the Amiga as well. And yes, we're a bit stunned as well. The US Gold version of the 'plain' old *Super Street Fighter 2* in AP52 scored between 71% and 91% depending on how many peripherals you have plugged it, but it's fair enough to say it's a faithful conversion of the coin-op and a playable game, so long as you've got an A1200 with a hard drive and two CD32 joypads that is. So we're a bit curious and concerned as to how Gametek are going to make their version suitably different from, yet still as playable as, US Gold's game. And for the time being details are a bit sketchy, hence the news rather than preview status of this story. Hopefully at the very least, it won't be quite as letter-boxy as the US Gold version, with black borders nearly as big as the actual game area.

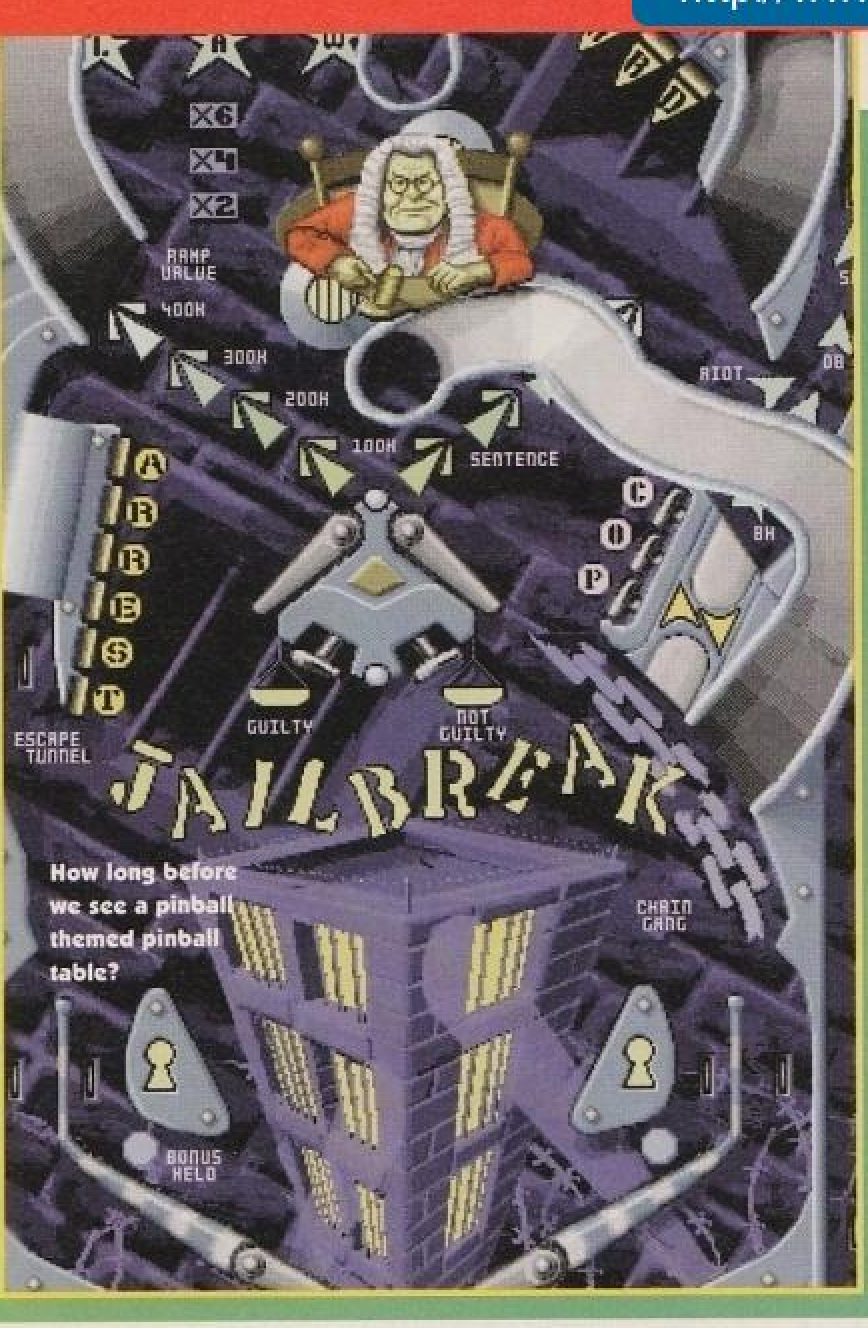
On the surface, *SSF2 Turbo* may appear more exciting – with all those extra special moves and things hidden away inside it – but until we see something of the game, we're going to remain our usual sceptical selves. We're off to one of those terrible computer game trade shows in London in a few weeks, where blokes in suits talk about "products" and "cross-marketing" and we'll apprently see it in action there. Join us. And wait.



The Turbo version's got all manner of super combos.



And hopefully the graphics will be HUGE.


X6
X4
X2
RAMP VALUE
400K
300K
200K
100K
SENTENCE
RIOT
DB
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A
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S
T
C
O
P
ESCAPE TUNNEL
GUILTY
NOT GUILTY
JAILBREAK
CHAIN GANG
BONUS HELD

How long before we see a pinball themed pinball table?

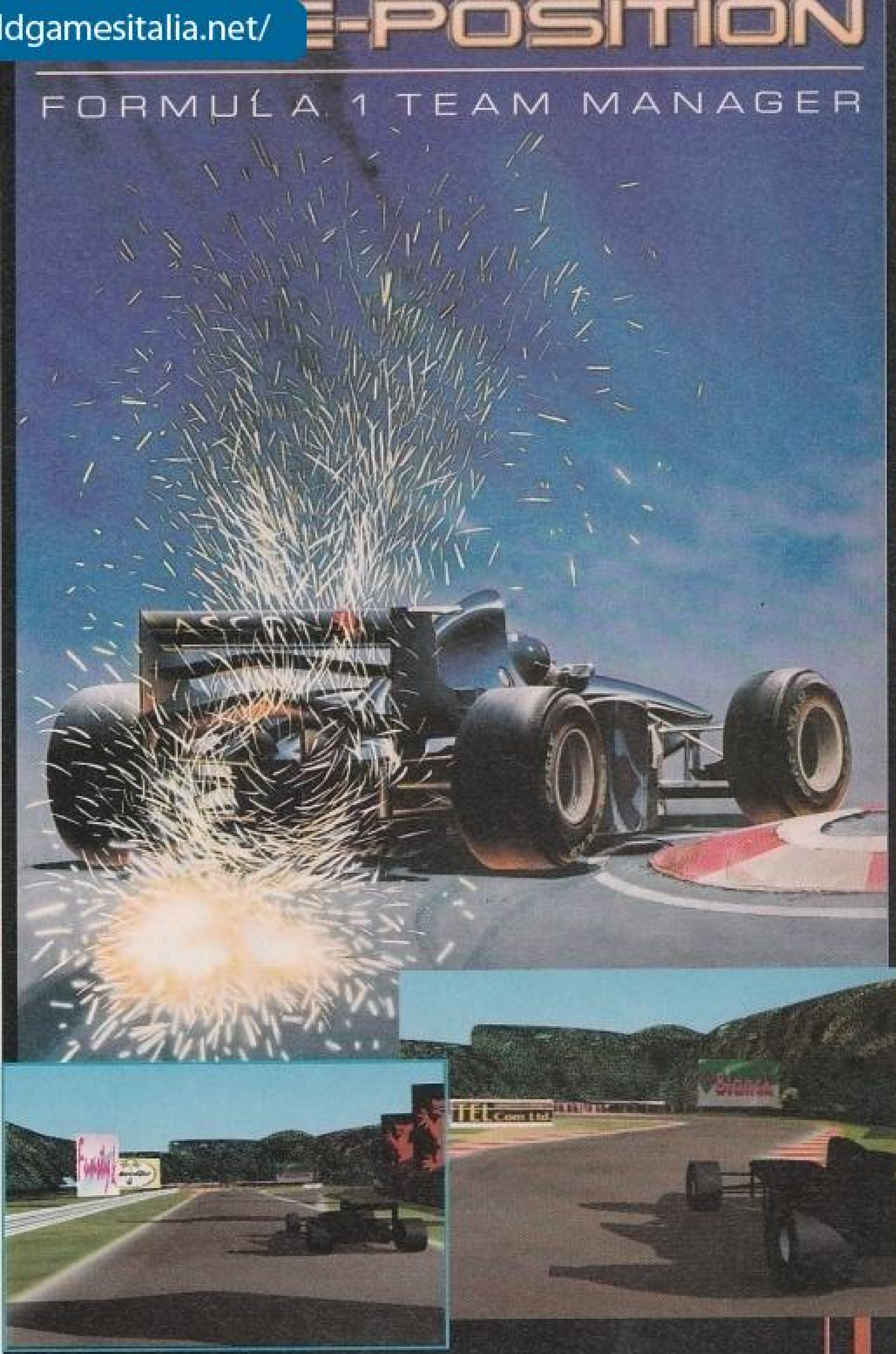
Refreshed after two weeks in sunny Weymouth, he's...

## THE DISSEMINATOR

He sees, he repeats. He has no views of his own. He has no past. He has no pets. Disseminating essential information is his life, and he takes this duty seriously. Maybe it's a lame job for a 32-year-old ex-Para body builder, maybe not. He has no views on the matter.

| | The One | AA | US |
|---|---|---|---|
| ALIEN BREED 3D | — | 91% | — |
| ATR | 85% | *88% | 38% |
| BEHIND THE IRON GATE | 78% | 52% | 55% |
| BRUTAL | — | *90% | 27% |
| COLONIZATION | 91% | ÷87% | 93% |
| CLUB & COUNTRY | — | 67% | 33% |
| DREAMWEB | 85% | *92% | 24% |
| FLIGHT O.T AMAZON QUEEN | — | — | 84% |
| GLOOM | 90% | 90% | 90% |
| ODYSSEY | — | 89% | *79% |
| PLAYER MANAGER 2 | 49% | 92% | 35% |
| RISE OF THE ROBOTS | 59% | 92% | 5% |
| SENSIBLE GOLF | 81% | 90% | 69% |
| SPERIS LEGACY | — | 86% | — |
| SUPER LEAGUE MANAGER | 52% | 34% | 89% |
| SUPER STREET FIGHTER 2 | †88% | 91% | 71% |
| TACTICAL MANAGER 2 | 24% | 59% | 25% |
| TIMEKEEPERS | †89% | 87% | 82% |
| TURBO TRAX | — | 92% | 46% |
| VAL:LORDS OF INFINITY | 81% | *94% | 19% |
| VIROCOP | *89% | 91% | 81% |

* Illustrated on the cover of the review issue, maybe as an 'exclusive'
÷ All pictures in review are curiously from the PC version of the game.
† reviewed in the all-new The One


E-POSITION
FORMULA 1 TEAM MANAGER

Build your dream team and take pole position

Sports

For more information on ASCON's high octane, testosterone charged new Formula 1 management sim call us now on 0171 372 7544, and live that dream!

ASCON

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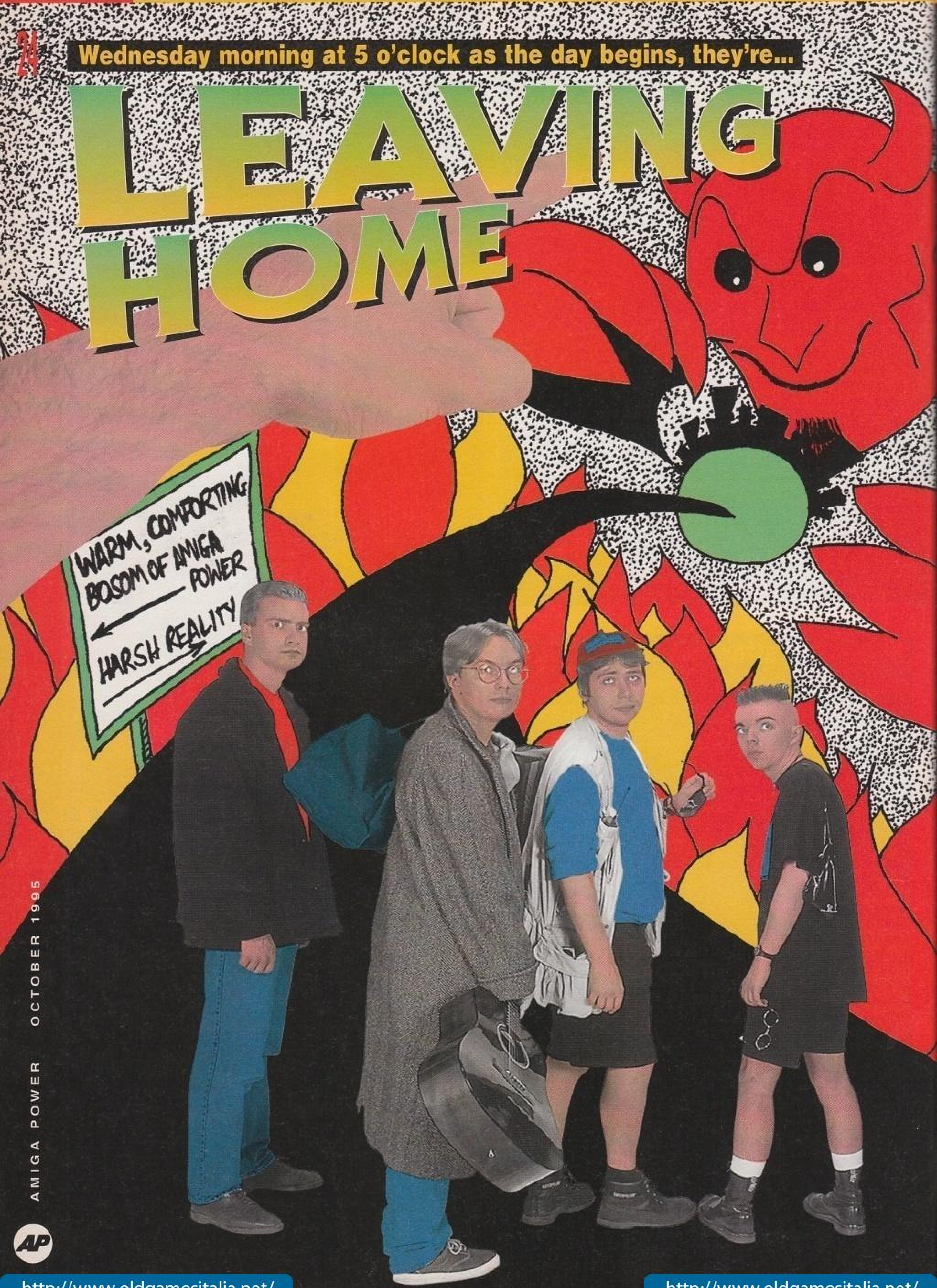
Wednesday morning at 5 o'clock as the day begins, they're...

# LEAVING HOME


WARM, COMFORTING BOSOM OF AMIGA POWER
HARSH REALITY

No one ever really leaves AMIGA POWER. Oh, sure, on the surface people may occasionally appear to work for other magazines, or other companies, or other industries, or even in other countries. But they all come back in the end, ALMOST AS IF some innocent everyday incident had triggered the deeply-buried post-hypnotic suggestion embedded in their mind by the subliminal brainwashing program covertly implanted in every office Mac. Join us now as we debrief four of the shadowy agents we despatched from the warm, comforting nest that is AP into the harsh reality of the so-called, self-styled 'real world', in order that they might learn more of its sinister ways, and DISSEMINATE THE ESSENTIAL INFORMATION they so accrued.

## HOME AGAIN, HOME AGAIN, JIGGETY-JIG

Stuart joined AP before it even existed, in January 1991. Thanks to a mixture of animal cunning, fiendish subterfuge and outright intimidation, nobody rumbled him until issue 39.

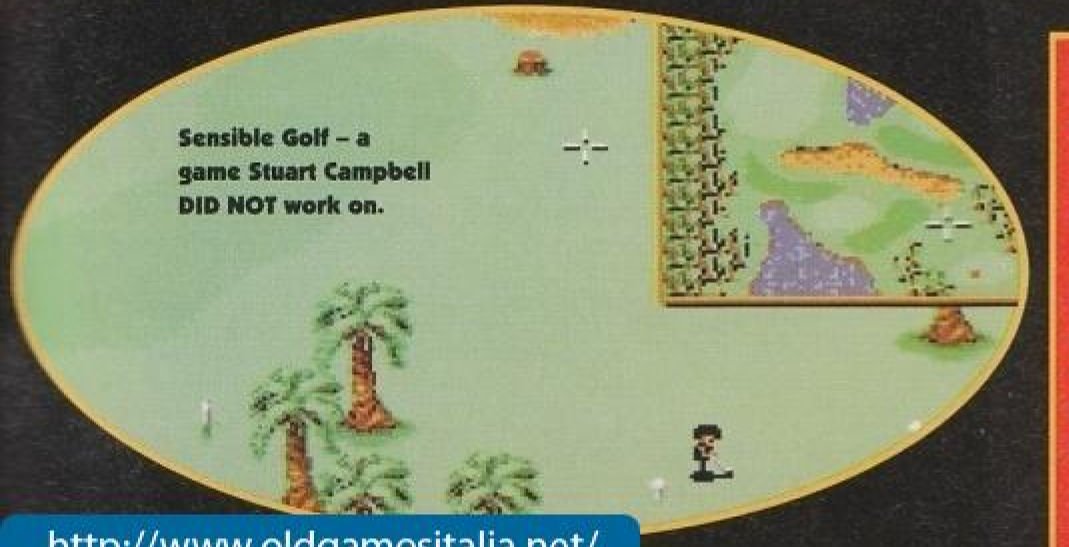
# STUART CAMPBELL

"Subvert from within", said Jonathan. "Okey dokey", I confirmed. And with these words ringing in my ears, I left to make my fortune in the crazy, zany, stark-raving-bonkers world of Sensible Software. Buying an expensive sports car for cover, I took a job as a humble Head Chief Senior Executive Vice-President Of International Gameplay Development Co-ordination. In practice, this meant answering the phone a lot and ordering pool tables and pinball machines for the play room downstairs with the company credit card, as well as designing most of the levels (except the crap ones, obviously) for *Cannon Fodder 2* and HAVING NOTHING WHATSOEVER to do with *Sensible Golf.*

It's a strange life in the software 'biz'. For one thing, you only get a deadline about once a year, so whereas on AP nobody did any work for the first fortnight or so of an issue, then cobbled the whole thing together hastily in the last 10 days, in software development nobody does any work for the first 11 months or so, before cobbling the whole thing together hastily in the last 10 days. (Or, in Sensible's case, anything up to 18 months after the last 10 days). But it's boring. For every day you spend on the exciting business of designing games, there's four weeks of sitting around twiddling your thumbs while the programmers actually go off and do stuff. ('Stuff' in this instance includes going out and getting *("Missed" – Ed)*, disappearing on holiday with your girlfriend, just plain old disappearing, and very occasionally nipping in at half-past five to do 20 minutes' programming until the pubs open.) Then you spend a week finding bugs in what *has* been done, then it all starts again. For someone used to the more-or-less constant pressure and excitement of working on monthly magazines, it's unbearably slow-paced, and you also miss out on the instant rewards of seeing something produced that you can be proud of at the end of every month.

The upside? Well, three times as much money, a lot more respect (for no real reason) from people in the business, and you feel like you're actually creating something, rather than just criticising things other people have done. But then again, I always felt like that. I firmly believe that people get at least as much entertainment from a year's AMIGA POWER than they do from most games. Who's to say one's inherently less valuable than the other?

I'm glad I went to Sensible Software. I met some cool people (as well as some real tossers), I learned a lot about how the software industry really works (something which I hope to put to good use soon), I made a small pile of cash and I produced a game I'm still fiercely proud of (and which, quite frankly, you're all completely wrong about. Okay, the Alien Planet levels could've looked better. So bloody what?). But I'm gladder to be back.


**Sensible Golf – a game Stuart Campbell DID NOT work on.**

## TOP FIVE PROS AND CONS OF WORKING IN THE SOFTWARE INDUSTRY

| PROS | CONS |
|---|---|
| The money | The surroundings |
| The glamour | The crap reviews |
| The 'biz' likes you | The kids hate you |
| Dealing with professional people | Dealing with idiot journalists |
| Programmers are your friends | Your friends are programmers |

## GOT A LIGHT MAC? ("YES, THANKS")

Disturbingly, the arrival of new Production Editors at AP has almost always coincided with a change of direction for the magazine. Tim's presence on issue 16 witnessed the end of Matt Bielby's Golden Age, and lasted until AP24 when he oversaw, in his schoolmasterly way, the departure of yoof edit-a Mark Ramshaw and the ushering in of the kinder, gentler age promised by Linda Barker.

# TIM NORRIS

A cold, dark day in February 1993 marked my departure from AMIGA POWER. With all my worldly possessions wrapped up in a spotted hankie tied on a stick, I went off to seek my fortune. I went from AP to Amstrad Action, but I couldn't settle. I edited the ill-fated Sega Zone for a time, too, but still there was something missing. Finally I decided to seek my own way in the world as a freelance writer and father of two *(Don't try this at home, kids. – Ed)*. But all the while, the parting words of my old AP friends were nagging at me.

"Be careful, Tim," they'd said. "It's a games wilderness out there."

But I had a Mac – everything was bound to be okay. I mean, the Mac's a 'proper' computer. Still, even taking their obvious Amiga loyalties into account, I have to admit that they were probably right – at least as far as the Mac was concerned.

The Apple Macintosh might well be the world's most fabulous and famously friendly computer, and it might be a dream to work on, too, but for some reason the sort of games we used to play endlessly in the AP office just aren't there. We've got assorted versions of *Sim City*, sure. We've got a great version of *Syndicate*. We're even getting *Wing Commander III* very soon (let's see an A600 cope with that). But I've never had as much fun with my Mac as I did in the AP office playing *Dynablaster*, *Speedball 2* and *Sensible Soccer*.

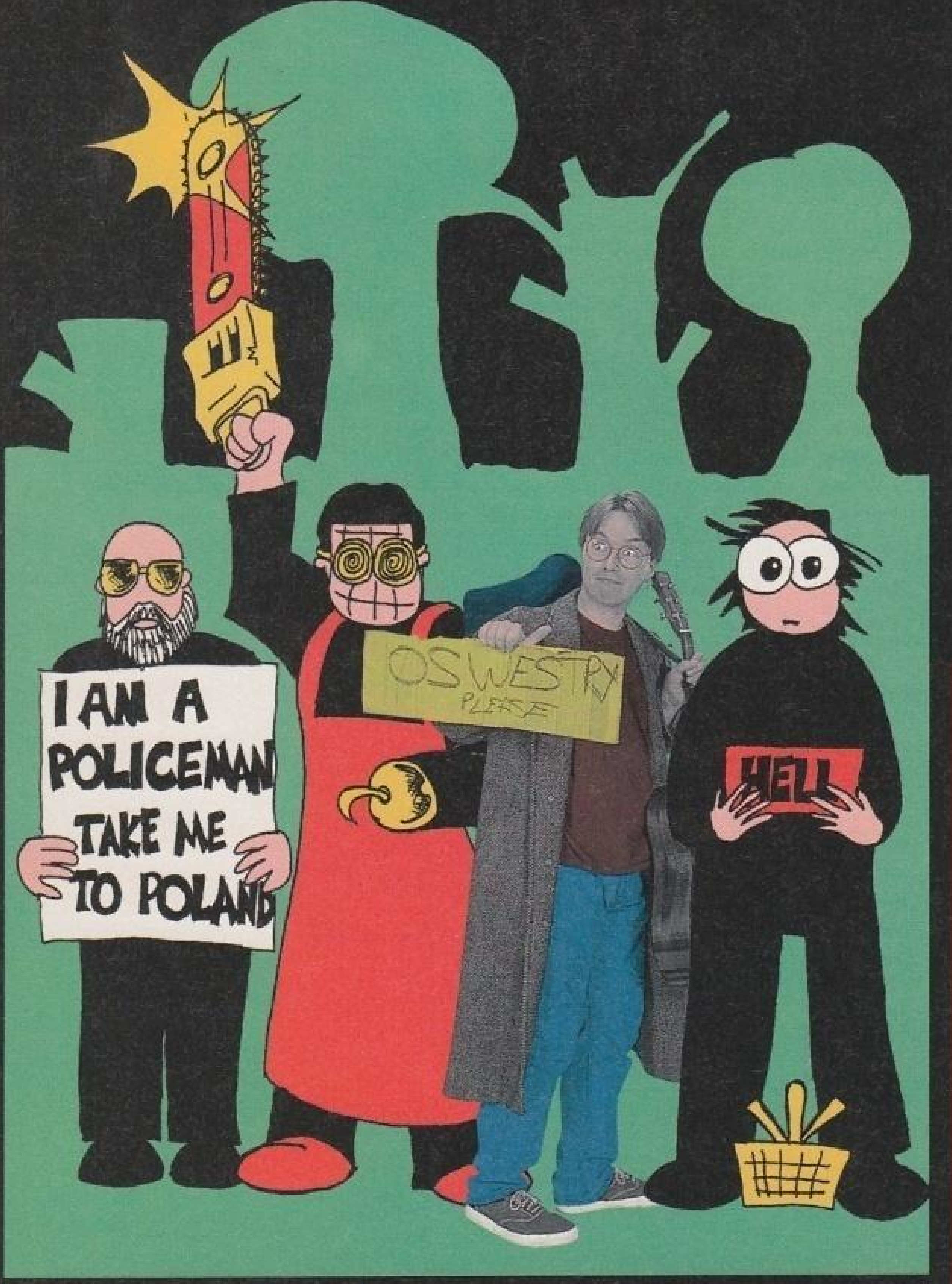
Dynablaster – The AP office game in Tim's era.

Someone once told me that I'd never see any decent games on my Mac because the system software takes up so much memory and processing power that there just isn't enough left to cope with a fast moving action game. This is plainly bilge, but it might be scaring some of the less able developers away. Certainly the restrictions of the Mac's famously friendly interface are pretty daunting.

Maybe the Mac's serious workplace image means that there's not really any reason to write games for it. If Macs are being used all day for the writing of pithy prose and the design of award-winning magazine layouts, there's not going to be much time for an *F1GP* or a *No Second Prize*. Except that in the US the Mac is also seen as a home computer. So that's rubbish, too.

People think there's no point spending huge amounts of cash on the development of Mac games because not enough people own a Mac. It's my firmly held belief that if there's a hell, the PC is the machine the Devil makes everyone use. And if that's not bad enough, he'll occasionally force sinners to use Windows as well. Yet these ridiculously unpleasant machines just keep on selling. And while they're selling, the Mac isn't. And while the Mac only has 30-odd per cent of the market it just isn't worth putting yourself out to develop top games for it. Pah.

So here I am, in the Games Wilderness. I've unpacked my possessions from my spotted hankie. I've set up my Mac on my dining room table and I make a passable living from the words I write on it. And I'm mostly happy. But sometimes I wish they'd let me back into AP once in a while for a nice cup of tea, a few games of *DynaBlaster* and a laugh at the word 'dongle'. Those were the days.


I AM A POLICEMAN TAKE ME TO POLAND
OSWESTRY PLEASE
HELL

## BUT IT'S NOT SO BAD

**Yes, all right, I admit it. Actually, the Mac games scene isn't quite as bleak and barren as I've presented it. There are loads of games around and a great many publishers do make an effort to release Mac versions of their PC games. Within a year or so. Here's my personal top four (I was going to do a top five but that's a bit too conventional and conformist):**

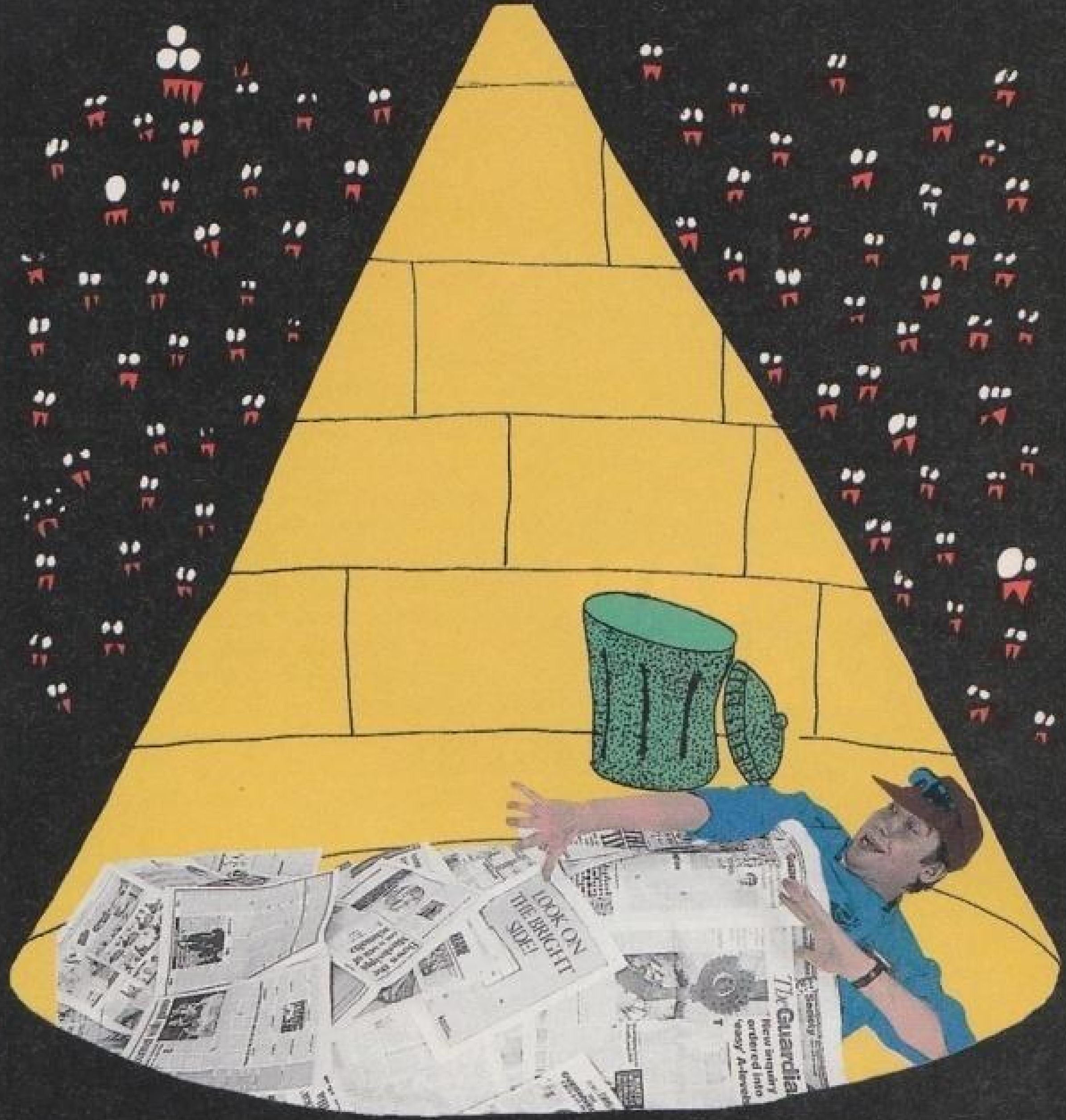
**1 *Marathon* (*Doom* with knobs on)**
**2 *Myst* (adventure with atmosphere on)**
**3 *A10 Attack* (flight sim with flying on)**
**4 *Dark Forces* (*Doom* without knobs on)**

**Oh and we're eagerly awaiting the arrival of *Doom 2* (*Doom* with a 2 on) and *Wing Commander III* (*Wing Commander* with Luke Skywalker on), so things could be looking up.**

## YESTERDAY'S FUTURE – TOMORROW NEXT WEEK, POSSIBLY

Dave joined AP as Production Editor – EXACTLY THE SAME job as Tim Norris – in issue 24 and stayed until the pivotal issue 32 – EXACTLY THE SAME period of time as Tim held the position for – when he disappeared, seemingly for ever, in an eerie blue flash, leaving behind only the enigmatic message "Switching to 14,4 – MNP 5". Here we intercept his coded transmissions from a strange new world. *(Read in a booming, stentorian voice – imagine a cross between Brian Blessed and Zeus himself – for best effect.)*

# DAVE GREEN

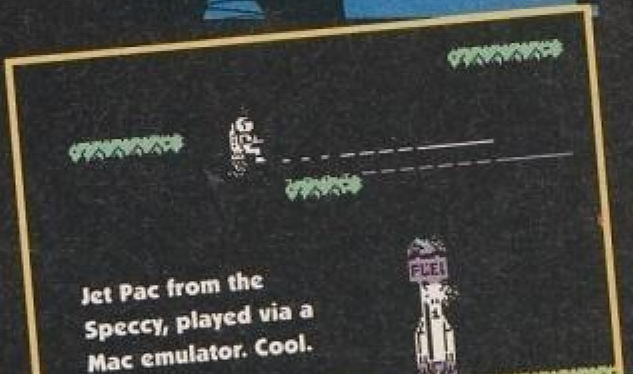

LOOK ON THE BRIGHT SIDE!
The Guardian

There was a time when buying a new computer system meant saying goodbye to your favourite games (ex-A500, A500 Plus, and A600 owners should certainly know what I mean). However, constant advances in technology are now making it possible to continue playing all your "golden oldies" – on an even bigger screen!

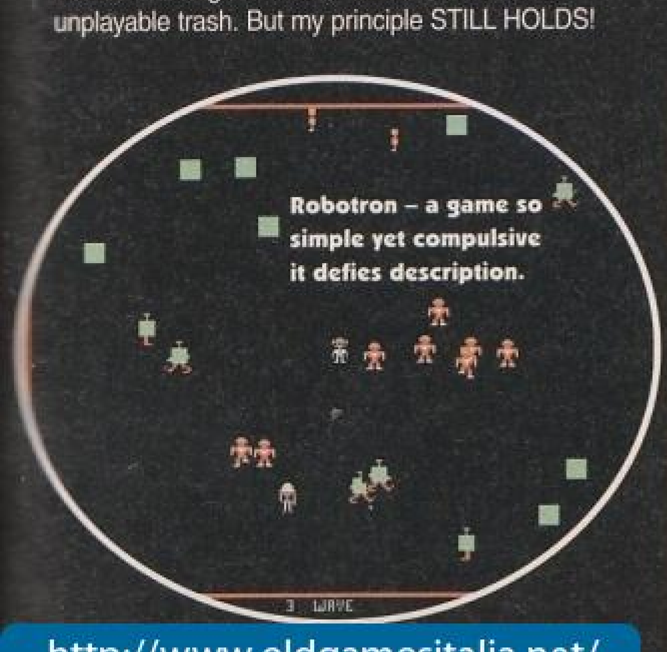
Here's the proof. When I lived at AMIGA POWER, and before I destroyed my attention span via a diet of junk-food, and watching subtitled foreign movies with my VCR permanently set to "fast forward" (try it, it's cool), I played three games (I'll tell you which later) on a range of knackered Amigas worth maybe two hundred quid each. The games, suffice to say, were brilliant. Now, in my ultra-high-tech info-pod at Wired magazine, I have a £1,500 Power PC with a 500 meg hard drive and 24 meg of RAM – at least 10 times more powerful than those old Amigas. And what do I play? Pixel-perfect full-speed "software emulations" of genuine classics from the past – games that were out of date years before the Amiga ever arrived on the scene. Games, in fact, like my best Amiga game ever: the version of *Defender* we gave away on the front of AP26 (and, indeed, AP37). I liked this because it was just like the real arcade game. Now I've got a real EMULATION of the game running, and it's just as good (and, more importantly, nearly as fast).

Oh, and my other fave was *Jetstrike*, which I always believed was an updated version of Durell Software's *Harrier Attack* on the Spectrum. Now, thanks to Power Spectrum, I can load this up to prove it (and I'm right!). Sadly, however, this also reveals the original Harrier Attack to have been unplayable trash. But my principle STILL HOLDS!

Computers aren't getting any cheaper, sure, but they're definitely not going to get less powerful. I see no reason why, in a year (or maybe two), PCs or Macs (or RISC machines, or SGIs) won't be so fast that they can easily duplicate all the functions of the Amiga. The Spectrum emulation scene is kept alive by its die-hard fans (something which the Amiga has in at least equal numbers) and God knows what the machine will be called by then, but believe me, if you really want to play any game, from the history of the Amiga – or the Spectrum – YOU WILL!



Jet Pac from the Speccy, played via a Mac emulator. Cool.



Robotron – a game so simple yet compulsive it defies description.

## I WISH THEY DID THIS ON THE AMIGA – BUT THEY DON'T

It's the perfect metaphor for life: the bad guys are out to get you, they kill you if they touch you, and there's much more of them than there are of you. But you have a gun!

That pretty much sums up the appeal of the Spectrum's mightiest slaughterfest, *Wild West Hero*. It looks like just another *Robotron* clone, but it's actually the classic Williams coin-op distilled to its purest essence: it's you against some robots, and they are so stupid that if you get to the edge of the screen they'll just line up and walk into your fire. Because you have a gun!

For me and my truncated attention span, it's the perfect gaming experience: whether you die or not, each level never lasts more than about 8 seconds. So come on shareware programmers, write us an Amiga version of *Wild West Hero* why dontcha – otherwise you'll have me to answer to. AND MY GUN!

## THE FIFTH COLUMN (But for, for some piddling technicality, one other one)

After Linda Barker's rule was cruelly cut short by a bloody coup led by the renegade Campbell, chaos reigned for over a year as AP ran out of control like a young child in a military hardware shop. A new face was required, a strong-yet-silent commanding officer who'd calmly and coolly lead a new generation of AP footsoldiers to glorious victories over the diabolical forces opposing them. That man was Jonathan Davies. JD took the helm in AP37 and led from the front until his treacherous defection in issue 50.

# JONATHAN DAVIES

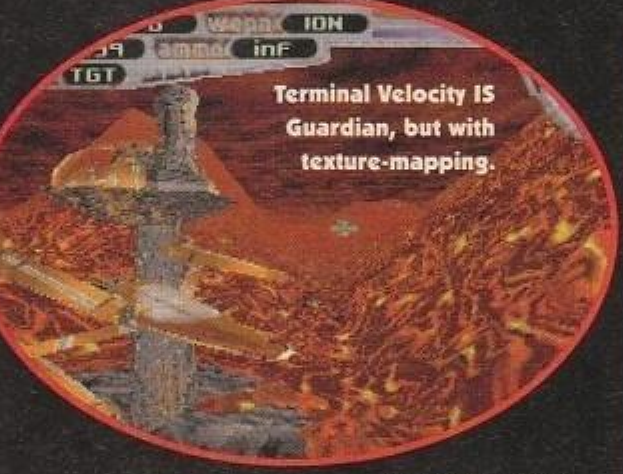
How have things been since I left AMIGA POWER? Oh, oh. From worse to… much worse. Spurned in love, struck down by illness, and thrown from my comfortable flat into the gutter, I have struggled on, sinking deeper and deeper into… *(A quiet word. – Ed)*

Oh, okay.

The differences between the worlds of AMIGA POWER and PC Gamer are marked. While the Amiga still struggles to attain *Doom* – but on the Amiga, the big news over here is the InterActive Game™, which has arrived in a flurry of press releases from excited PR people. However, early signs seem to suggest that many hours of grainy video footage played off the CD with poor lip synch is involved, with, curiously, not a lot of InterAction.

In fact, as far as the majority of PC games are concerned, the most intensive InterAction takes place before you've even started playing. I've had to familiarise myself with phrases such as "install c:\autoexec.bat /o:pcx -i config.sys", "SoundBlaster 16 Pro 220h 1", "EMM XMM" and "Drive d: is not responding Abort/Retry/Fail? (a/r/f)". And these phrases change subtly depending on which of PC Gamer's three apparently identical PCs I am using.

All this is set to change, however, with the launch this autumn of Windows 95. This is, I am told, an attempt to make the PC more like an Apple Mac (the benefits of Workbench appear to have passed Microsoft's software engineers by). The idea is that, rather than "c:\autoexec.bat SoundBlaster" and all that, playing a game will now involve simply inserting it into one's CD-ROM drive, sitting back and simply watching the screen.



Terminal Velocity IS Guardian, but with texture-mapping.

With the launch of Windows 95 occurring simultaneously with the advent of the InterActive Game, it is possible to envisage a scenario in the near future where your PC sits in the corner of the room installing and playing games with no interference from you at all, perhaps even subjecting you to a mild electric shock if you approach it too closely. Having used PCs extensively for the last few months, it is not possible to view this as anything other than advantageous.

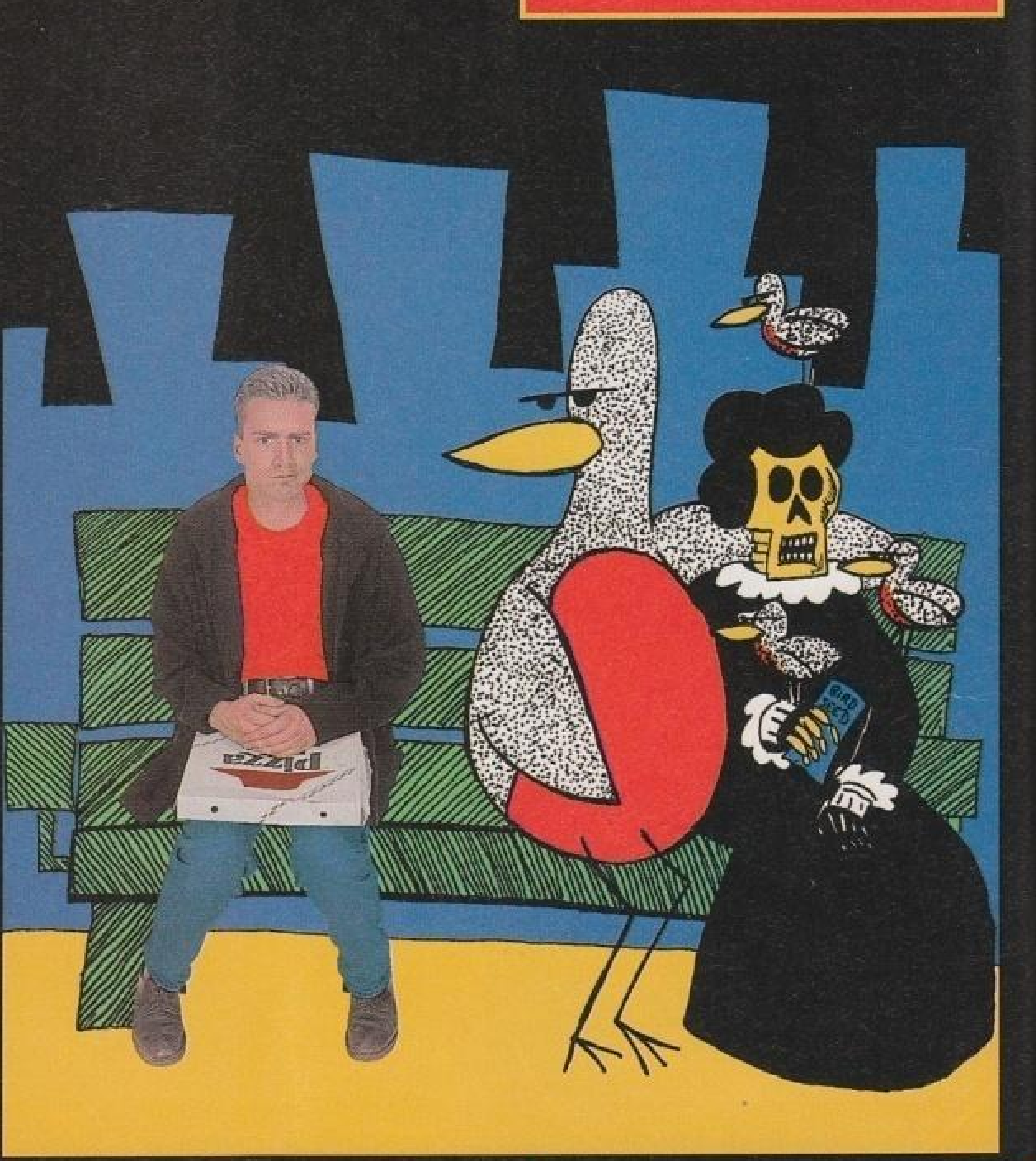
Also interesting is the way that, although all the games we're sent seem to work okay on PC Gamer's £2,000 Pentiums, our readers keep writing in complaining that the 486DX4/100s they bought six months ago aren't fast enough handle them any more. This seems odd – after all, you'd hardly expect the latest game from Acid Software to work on your eight-year-old A500. Er, would you?

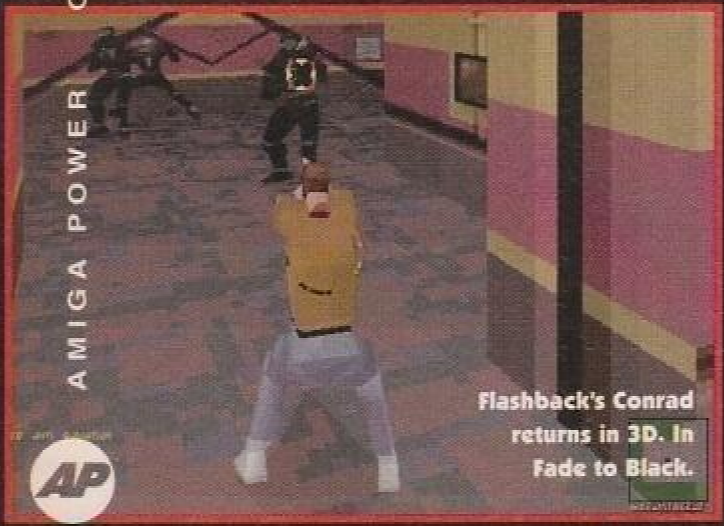
*Fade to Black* is good, though. It's the sequel to *Flashback*, except it's in 3D, a bit like *Doom* only with more of a plot. *Actua Soccer* looks promising – football, only again in 3D. *3D Lemmings* – that's good too, being *Lemmings*, but in 3D, and good. And I liked *Terminal Velocity*, which is like *Guardian*, except with rolling hills to fly between, and not nearly as much strategy.

I have never played Doom.

## TOP FIVE FACTS ABOUT WORKING WITH PCS

1. There's a PC magazine called, for some reason, Windows User that contains a section at the back entitled 'Workbench' (with the 'bench' in italics, obviously). Moreover, it is broken up into smaller sections called 'Workbench 1', 'Workbench 2' AND 'Workbench 3'.
2. According to a reader survey recently carried out by PC Gamer, the editor's introduction page that I spend several hours writing each month is found by 7% of readers to be "Not at all interesting".
3. It is surprising that Windows User didn't call its section 'WorkBench' with a capital 'B' in the middle. Almost everything to do with the PC has a capital letter in the middle – for example, 'MechWarrior' and 'DirectInput'. Even worse are things like 'HoTMetal Pro' 'CorelDRAW 6!™' and 'MESH *Elite*$^{95}$ PC'.
4. They're trying to make us move to a new office which overlooks a pub called The Loft, which is officially recognised as THE DIABOLICAL DRINKING-PLACE OF THE DEMON LORD.
5. Most PC magazines are at least nine feet thick and sell over 12 billion copies a month. Windows User, however, is only 7mm thick, perhaps as a result of having a section called 'Workbench'.





Flashback's Conrad returns in 3D. In Fade to Black.

# THE FUTURE IS NEARLY HERE. AGAIN.

# STUART CAMPBELL

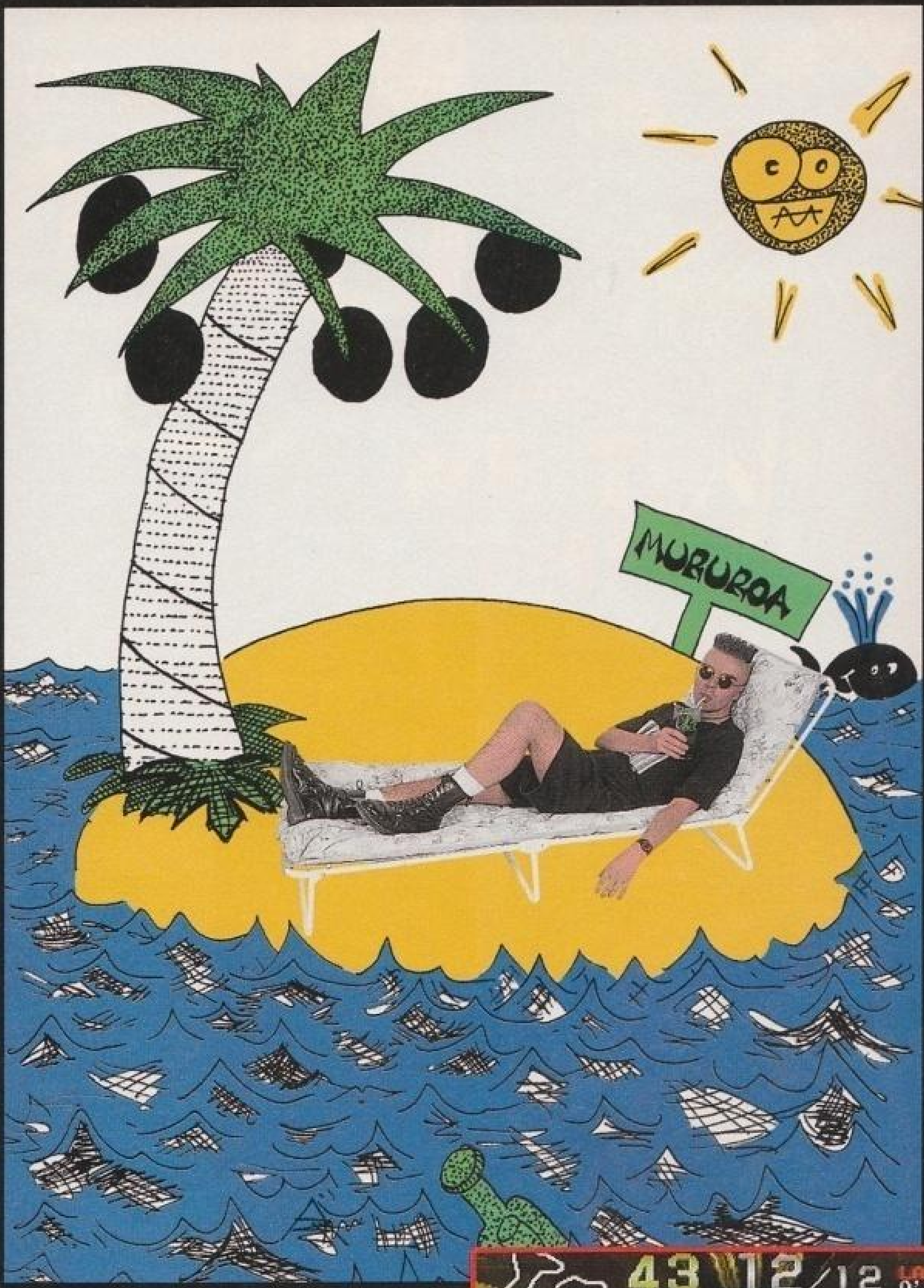
## Again.

What does all this teach us? Well, for one thing it teaches us that the Amiga is being deserted left, right and centre. This much we already knew. But for what? Surely everyone can't be heading for the lush green pastures of the PC? The PC, aside from its encyclopedic catalogue of other obvious failings, has a piracy problem the like of which an Amiga game publisher's worst nightmare couldn't bring to life. And as for PC games' sales generally, in the words of a well-known software publisher, "If it's not in the top two, you won't sell worth a *("Spit" – Ed)*". I can confirm this from SINISTER INSIDER DEALINGS at Sensible Software – of over 300,000 copies of *Sensible Soccer* sold on all floppy disk formats, PC CD-ROM (the alleged format of the future) accounted for just 700 (that's **seven hundred**), with old-fashioned PC floppies not all that far ahead.

The answer, then, is clearly to be found in the 'next generation'. Sony Playstation, Sega Saturn, 3DO and so on. I've got them all (professional reasons, you understand), and I've played practically every game available for them. And perfectly lovely many of them are, too – *Ridge Racer,* for example, is a magnificent driving game which actually plays, thanks to the Playstation's ultra-cute joypad, better than the coin-op which it looks almost identical to.

But what everyone – magazine publishers, game developers, retailers – seems not to have noticed in the unseemly rush to abandon 16-bit formats is that all of these next-gen machines cost over £300. They are NOT impulse buys, like the SNES and Megadrive were. They will almost certainly NOT spark off another 1993-style superboom in the industry. The 16-bit machines, especially the consoles, were bought by (or more usually for) kids, who, while hugely fickle, are fanatical about such new toys, and will devote the kind of attention and spending to them, while they ARE fashionable, that created the early '90s boom in the first place. Evidence? Here at Future Publishing, the first issue of Gamesmaster magazine sold over 200,000 copies. The first circulation figures for Ultimate Future Games magazine (essentially the same thing but about the next generation, albeit without a TV tie-in) are around 30,000, barely one-seventh of the Gamesmaster figures. The next-gen consoles are aimed at over-18s with big disposable incomes, and they're nowhere near as susceptible to buying the latest 'beat-'em-up to win peer status' as the 12-year-old SNES owner was. The Saturn was released in very small numbers this summer, supposedly to create a hard-to-get excitement. But take a walk down your local High Street. Finding it difficult to buy one? Thought not. The Jaguar and 3DO have flopped already. At £400, the Saturn will be next.

**Return Fire – A rehash of an old Amiga title hyped as the future of next-gen gaming.**



I see a lot of next-generation games at very early stages of development. Many of them are going to be very good indeed. But I haven't seen anything yet that's going to impinge on the consciousness of the public at large in the way that Sonic, Mario or even the Lemmings did. I doubt that I ever will. The public's conception of video games will be stuck at *Super Mario World* (if we're lucky), the same way it was stuck at Space Invaders for almost 15 years until Sonic appeared on the scene. What does this tell us about the future? That it's going to be the same old same old, only less so. Tell us something we didn't know *("The first Yank in space had a soiled nappy" - Ed).*

Cam wanted us to draw a "realistic yet upbeat conclusion" at this point. About the Amiga. But, again, there wasn't room. Phew, that was close.

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4'10"765
S. SPEEDSTER

**Yeah, but it's not as good as F1GP, is it? Well, yes it is actually. Damn.**

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2. *Ridge Racer* (Playstation)
3. *Tekken* (Playstation)
4. *Gunner's Heaven* (Playstation)
5. *Return Fire* (3DO)
6. Er...
7.
8.
9.
10.

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## ON SALE 31 AUGUS

**"Of all the creatures on God's clean earth, only Man kills for his own amusement," said 19th century philosopher Sawley Tremayne, but he'd clearly not seen that David Attenborough documentary on chimpanzees. Nonetheless, this set us thinking. If evolution had taken a bit of a funny turn and we'd all ended up as animals, what animals would we be? Indeed,**

# JUST WHO DO WE THINK WE ROOOOARGHHH?

## CAM WINSTANLEY

"A spider monkey," said Cam without hesitation, except for the two weeks he'd spent as a TOURIST OF TERRORISM, striking hard and striking fast at rural France. "I saw one when I was young, and it was using its prehensile tail as a fifth hand to show off, swinging athletically through the trees, revelling in its natural skill and performing astounding backwards somersaults without fear of falling. I'd miss my opposable thumb, though," he added thoughtfully. "It'd make beeping the horn on my bike harder, anyway."

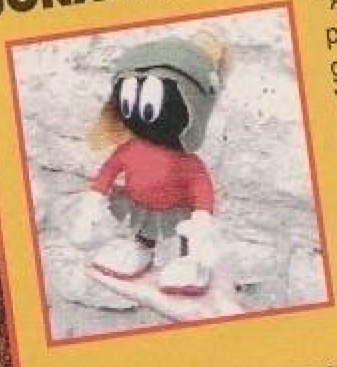
## SUE HUNTLEY

"What do you think?" snapped Sue. We haven't a clue – that's why we're asking. "A hippo, of course," clarified the Queen of Art Eds. "Preferably a flying one. Yes. I could soar above the city centres, my bowels wreaking havoc upon the clamouring hordes, then land and squash and trample anybody I didn't like." Thank heavens Sue has been on a restful holiday in Portugal for a week.

## MARTIN AXFORD

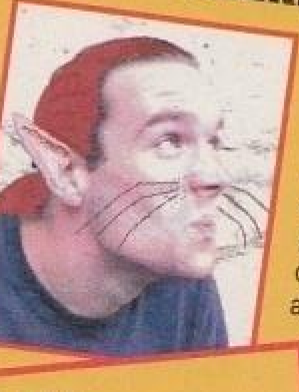
"I'd be a magpie," decided new bug Martin. We asked, not unreasonably, why. "It's the mascot of Notts County, my favourite football team, who are always stealing silverware." He began waving a scarf and singing, "I had a wheelbarrow, the wheel fell off," repeating this single line sixteen or seventeen times. He finished by opening a window and shouting at the top of his voice, "Come on you pies". At last, he stopped. "That or a cat, like my friend Douglas."

## JONATHAN NASH



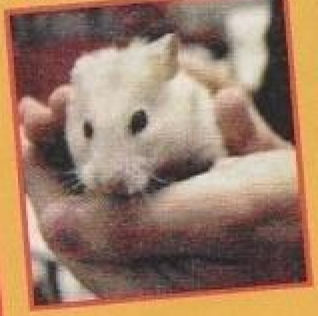
"A pigeon," replied Jonathan promptly. "No, a coyote. A little green duck. A Hollywood-and-Vine wolf. A mouse. A rabbit. Two other mice who want to rule the universe. A squirrel with a permanent sniff. Something that looks a bit like a cat, or a dog, but wears dungarees. Or a wallaby. Probably a little black duck, actually." We made our excuses and... "Or a Martian."

## PAUL MELLERICK



"A fox, obviously," replied Paul. "For they're cunning, attractive and dangerous." He just had time to raise one eyebrow sardonically and swill an olive around his martini glass before the door was smashed down and he was torn to pieces by a pack of slavering hounds egged on by some idiots on horses. Fortunately we got the whole thing on video.

## STUART CAMPBELL



"I'd be a rat, without a doubt," said Stuart, who had recently returned with his shield or upon it, like Asterix of old, "for rats are intelligent, friendly, clean and lovable – yet misunderstood and feared." He nodded, his chin in his hands. There was a pause. "It's an analogy," he added, gesturing as if to himself. There was another pause. "You useless, cretinous morons," he growled. We shied away and whinnied.

## RICH PELLEY

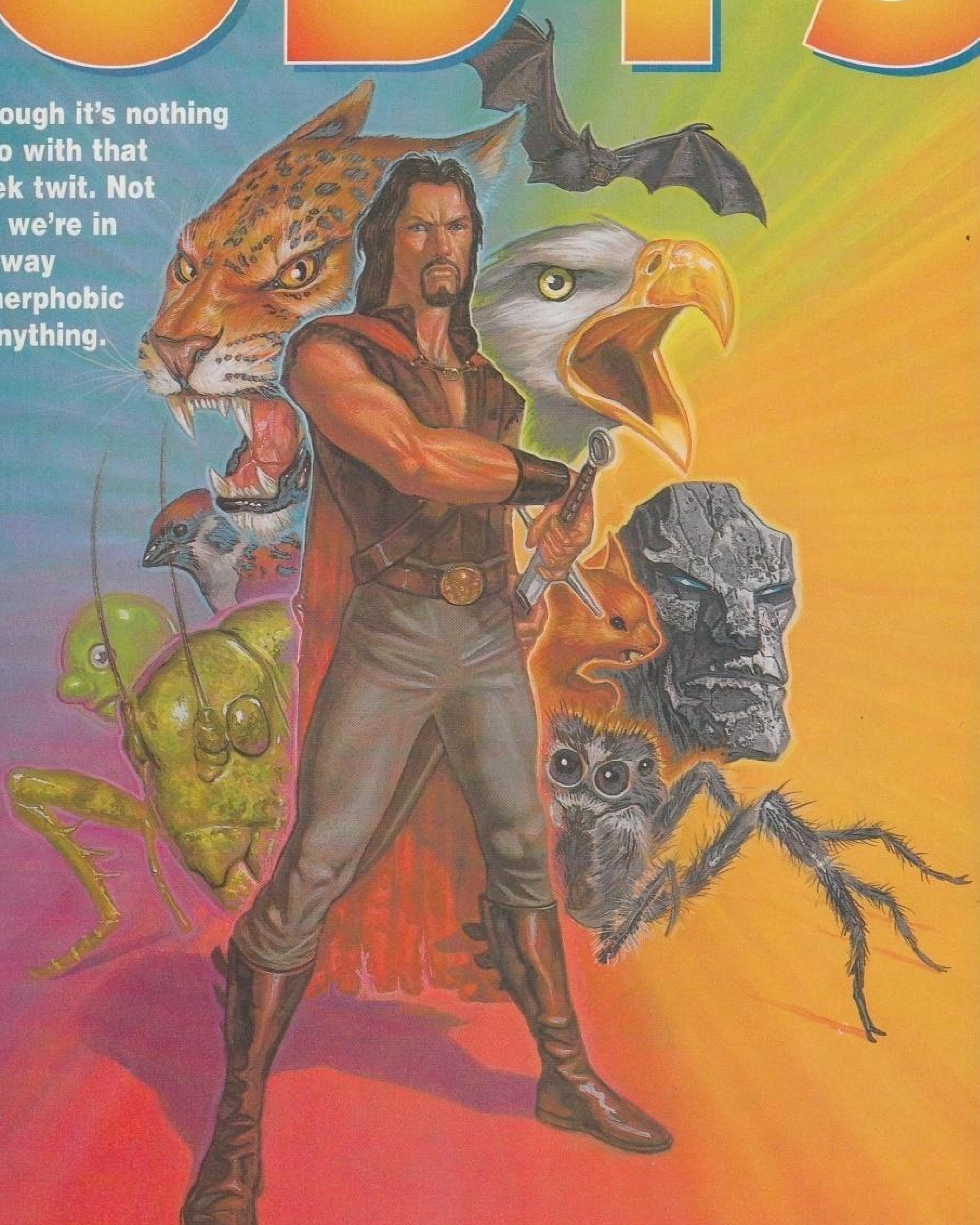
Rich smoothed out a crumpled sheet of paper. He'd obviously been thinking about this. "I COULD BE A CHEETAH, AS I HOST COMPLETE CONTROL. I COULD BE AN ELEPHANT WITH BIG LISTENING EARS FOR THE LAST RESORT. I COULD BE A SNAIL, AND HAVE AN EXCUSE FOR ALWAYS BEING LATE, OR A COCKEREL, AND AVE AN EXCUSE FOR BEING LOUD AND ANNOYING, OR A HABBY OLD CAT, AND HAVE AN EXCUSE FOR BEING SCRUFFY. UT I'D PROBABLY BE A DODO FOR DRIVING MY FRIEND'S M'S CAR INTO THE SEA AT WESTON-SUPER-MARE."

### HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather choose Whiskas.

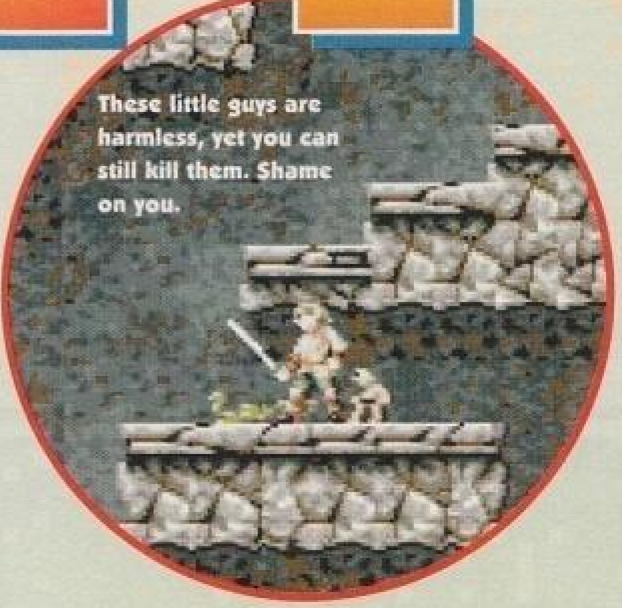
# ODYS

**Although it's nothing to do with that Greek twit. Not that we're in any way Homerphobic or anything.**



# SEY

**Runs on:** A500, A600, A1200
**Publisher:** Audiogenic
**Authors:** Chris Mullender and Reece Millidge
**Price:** £30
**Release:** Out Now


These little guys are harmless, yet you can still kill them. Shame on you.

There's a shop just across from the AP office called Foam Plus, and you can look inside and see that it sells nothing but furniture foam. There are huge blocks of it, sheets of the gnobbly stuff, and even bags of thin strips, for you to stuff cushions or soft toys with. However, and this is the scary thing, IT IS NEVER OPEN, and the stock has never changed in nearly THREE YEARS. I firmly believe it's a front for either the CIA, Mossad, or some local narco syndicate. But anyway…

*Odyssey* then. Our preview a few issues ago revealed that it was written by two *Exile* fans who, being *Exile* fans, had sent the game to Audiogenic. A deal was signed and the agreement was that the moment they finished the game, Audiogenic would send them a complete solution to *Exile,* as even though it's been around for years, no one but no one seems to have managed to get through to the very end of this fiendish, one level masterpiece. Such is the stuff of gaming legends.

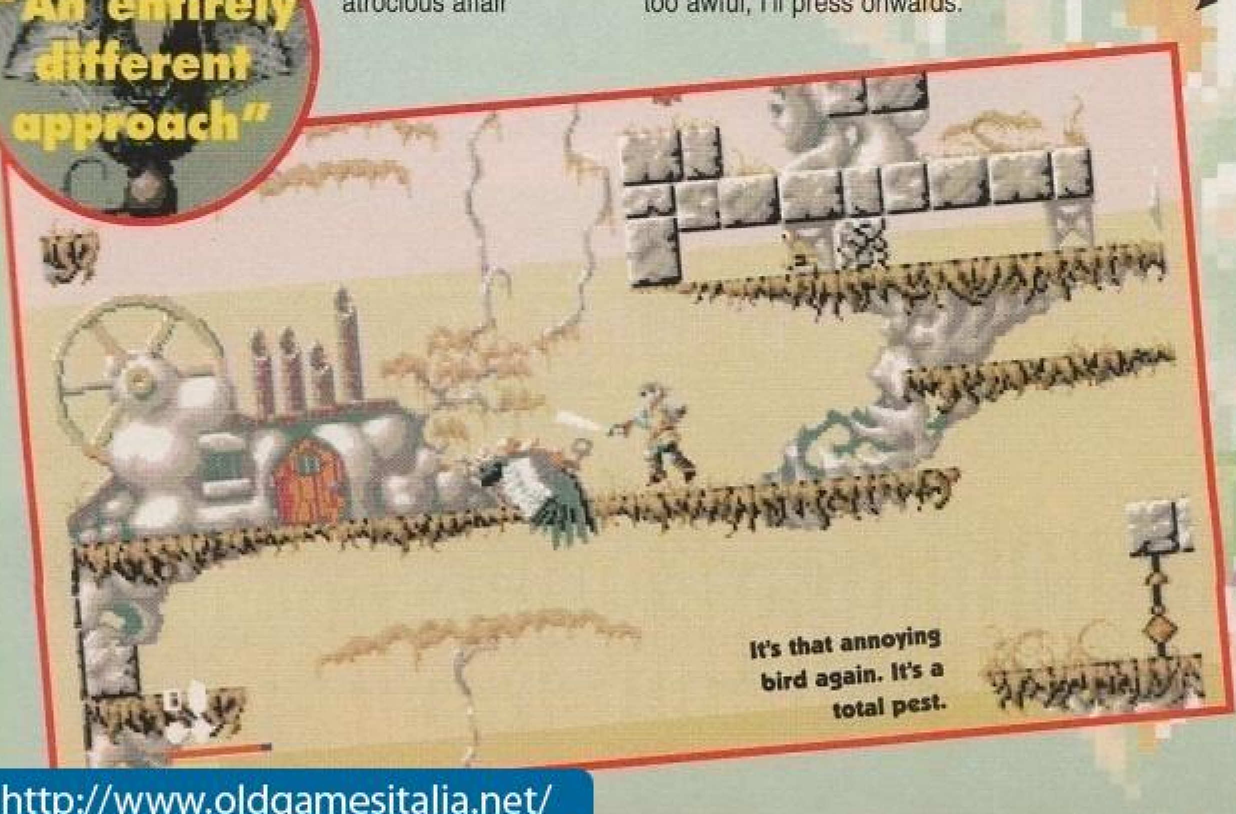
Odd then that *Odyssey* contains little of the same stuff that made *Exile* great, taking an entirely different approach instead of coming up with a new map or something. Gone is the single level, replaced by islands that can be visited in any order, but not necessarily completed in such a random fashion. Three islands are ringed in the map menu as jump-off points, and unless you complete at least one of these and grab a crystal, you won't get very far on the other levels.

Reminiscent of the crap mid-'80s TV series Manimal (a fairly atrocious affair featuring high-budget Simon MacCorkindale-to-animal transformation effects for the pilot that were then simply reused for anything up to three subsequent series), the crytals in *Odyssey* let the man change into various animals, enabling him to run across ropes, climb up walls, fly across chasms and leap spiky pits. By building up a magical Ark of crystals, you'll be able to overcome all the puzzles, pits and monsters inhabiting the dungeons and platforms of all the islands, eventually battling your way through to some kind of exciting finale. This much insight you could have gleaned from the preview or the back of the box though…

## ACHILLES

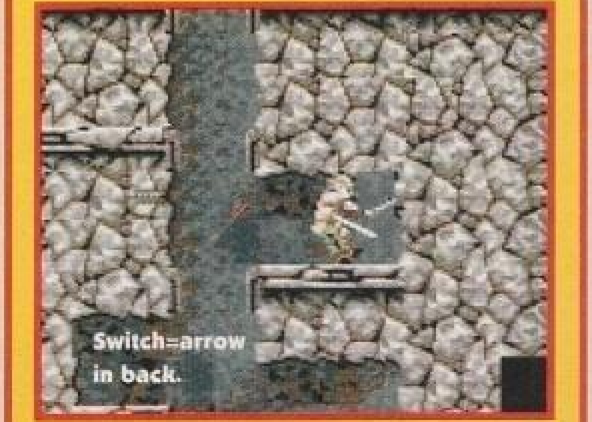
Because of its platform nature and the way many of the puzzles are set out, it's fairly close at times to the dreadful and unplayable *Shadow of the Beast* series, but thankfully it's open-ended, and rarely leaves you completely stuck. Because of the regular hacking and slashing, it's much like *Arabian Nights,* only at a less frantic and more realistic pace. Indeed, because of its relentlessly platform format, it's easy to compare it to almost every platform game ever, but since this idea's just too awful, I'll press onwards. ➤

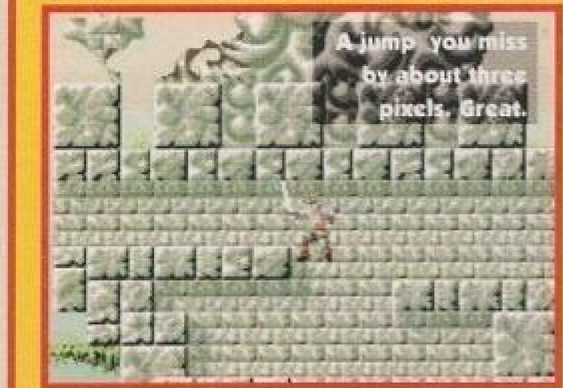
"An entirely different approach"

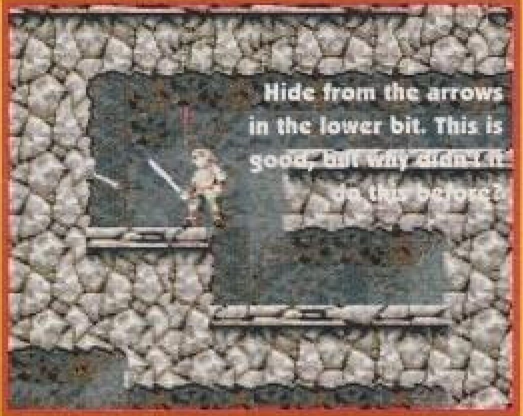

It's that annoying bird again. It's a total pest.

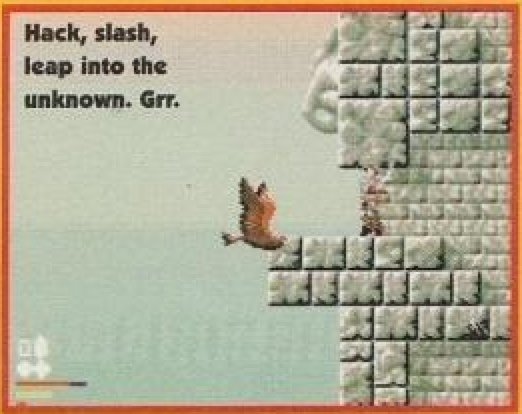
## OOH, NOW THERE'S REALLY NO NEED FOR THAT. YOU ROTTERS.

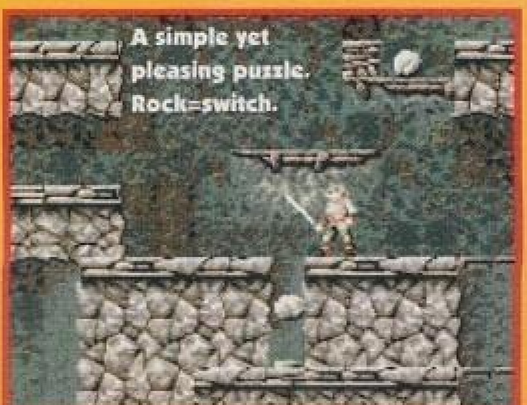
**Programmers must have a sense of humour. Why else would they clutter their games with such a blend of really good and atrociously dire features?**

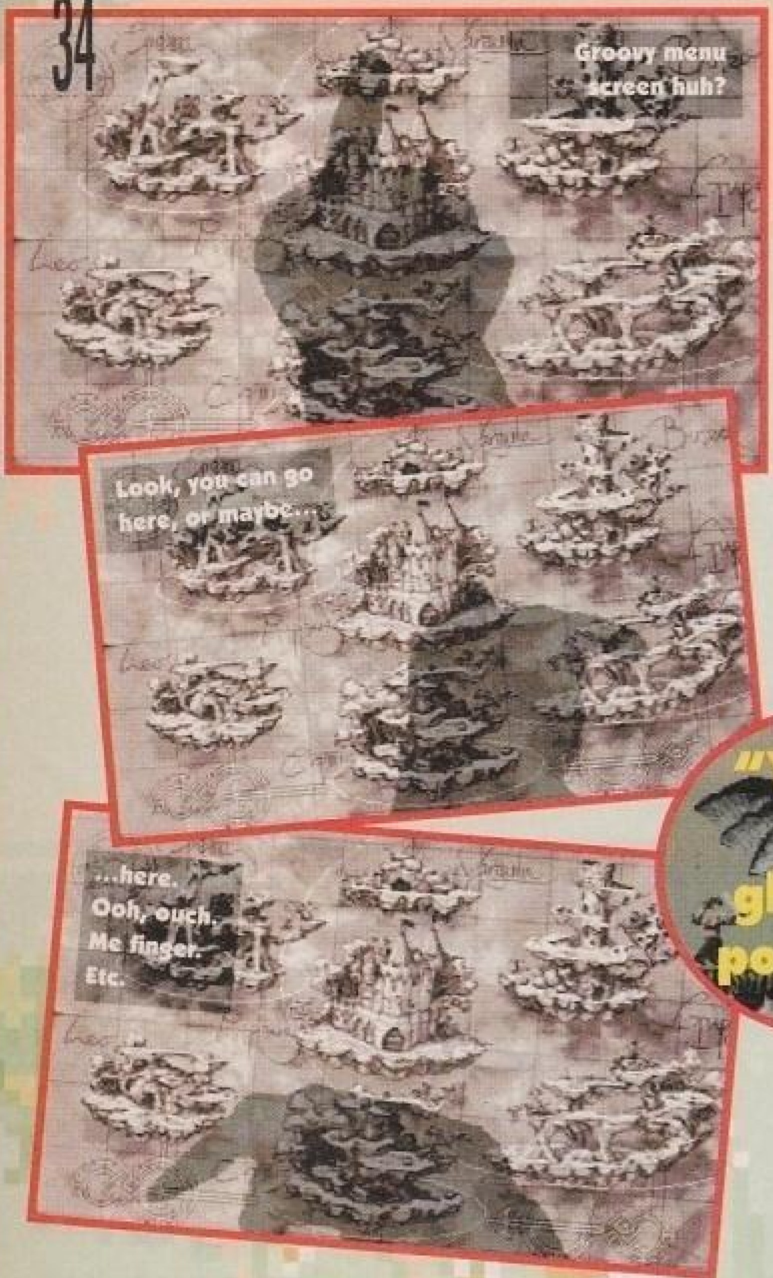

Switch=arrow in back.


A jump you miss by about three pixels. Great.


Hide from the arrows in the lower bit. This is good, but why didn't it do this before?


Hack, slash, leap into the unknown. Grr.


A simple yet pleasing puzzle. Rock=switch.

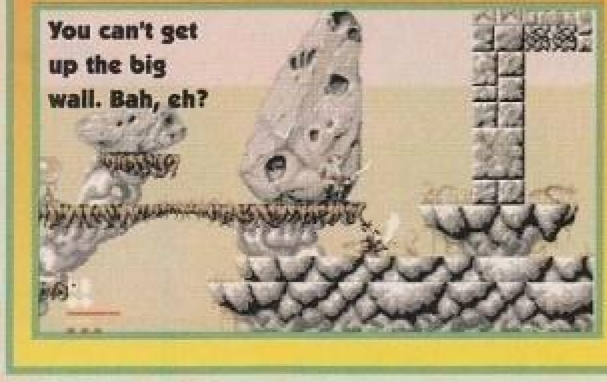


Groovy menu screen huh?

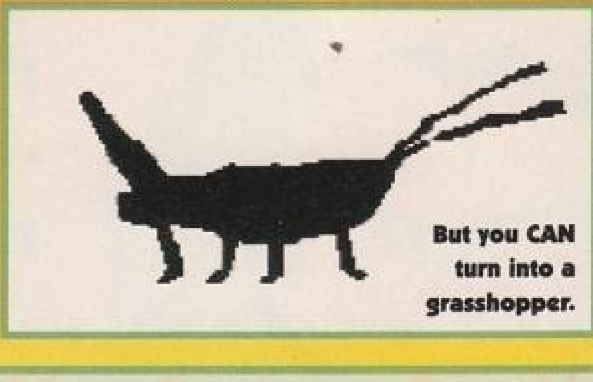
Look, you can go here, or maybe...

...here. Ooh, ouch. Me finger. Etc.

## HERE'S HOW IT WORKS THEN



You can't get up the big wall. Bah, eh?



But you CAN turn into a grasshopper.

> "You act as a glorified postman"

The secret to solving adventure games is to work out where the heck the programmers are coming from. *Valhalla* and the *Lord of Infinity,* for example, had me completely stumped until someone pointed out that it was based on low-quality word games and puns, and only then was its sheer awfulness revealed to me. *Flight of the Amazon Queen,* however, is based on running errands and doing favours for people.

## THESEUS

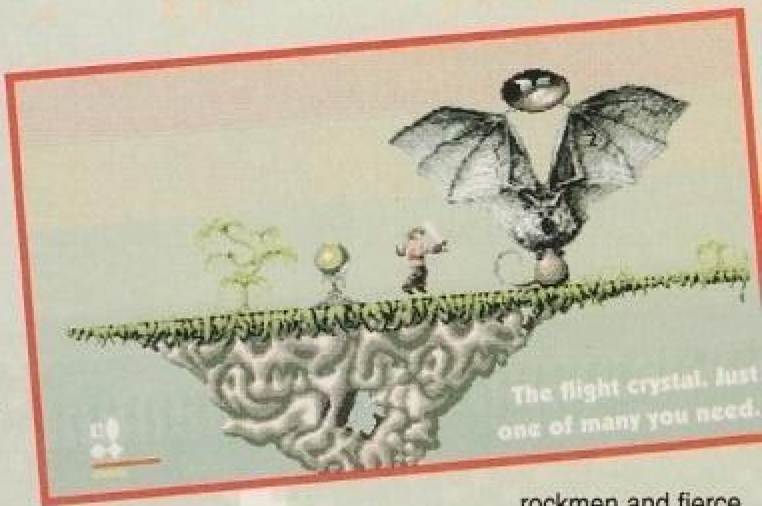
*Odyssey's* formula seems solidly location based. If you find a locked door on a platform, look for a key in the dungeon. If you're in a castle and a bloke demands cash, look for gold outside. Simply finding something and then heading to a new location to use it worked most of the time for me. While in the grand scale of things, this level of puzzles isn't very high, this is a game not a MENSA puzzle, and so fully acceptable.

Obviously, the game would be over too quickly if this is all you had to do, so your way's blocked by what I'll collectively call THINGS. There are little baddies which, like everything else in the game, are gorgeously drawn and animated, with pebbles turning into rockmen and fierce dwarves wobbling around with huge swords. Most of the time they're easy to either kill or avoid, but when they're not, they're just annoying rather than challenging. Hits knock you back into other baddies, or off ledges, and with some of the smaller critturs, the spiders and rockmen, it's hard to hit them at all. And once you've met the baddies, many follow you or fall down onto a lower level, speading their random arbitrary involvement throughout the level.

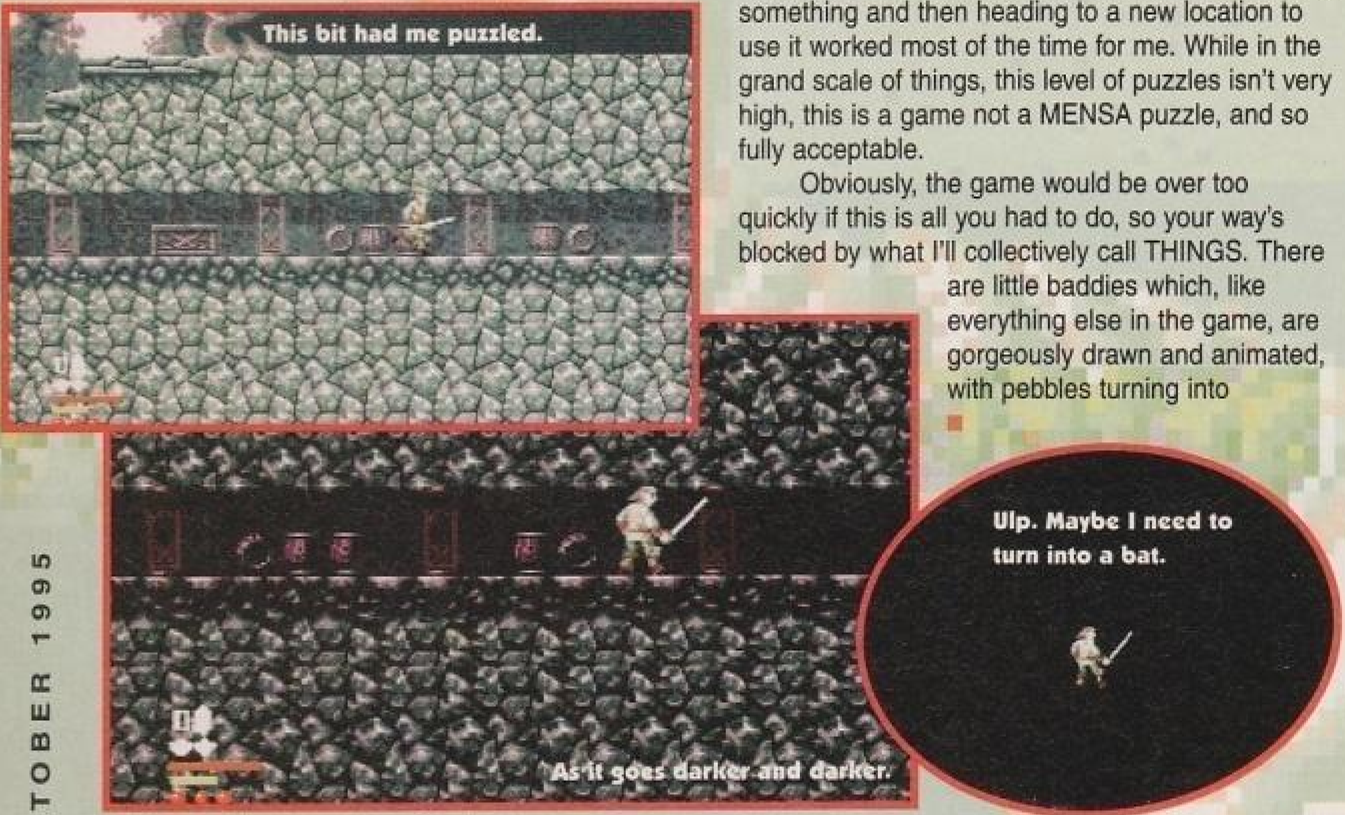
There's also a brood of human-sized adversaries, with the archers being the meanest. They just stand on ledges and pour down withering barages of deadly accurate arrows. Unerringly accurate I noticed, as they know where you're going to be even before you do. Magic homing arrows? Still, they're a fun way of stopping your progress as a human (you get offed before you get ten paces) while allowing it as an animal – the grasshopper simply leaps past them.

There are also some bothersome eagles, who have to be fended off by sword swipes. Since they only ever appear in towers or lofty platforms, and since a knock will send you crashing downwards, forcing you to climb up again, I can only assume they were introduced by the programmers as some sort of sick joke.

The traps and puzzles are, like the monsters, a bizarre blend of the clever, the fun, and the downright antagonistic. There's a great Indy Jones type section where, as I ran along a passage, I triggered a series of pads which dropped stones



The flight crystal. Just one of many you need.

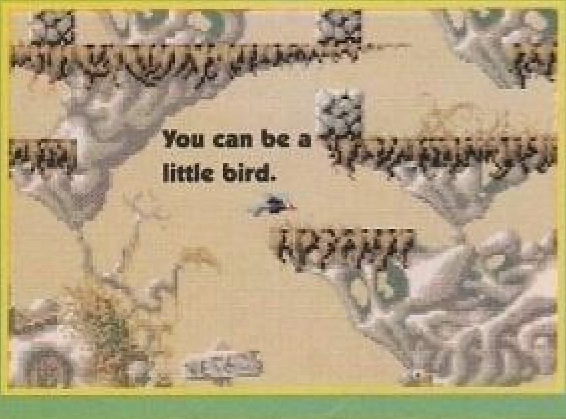


This bit had me puzzled.

As it goes darker and darker.

Ulp. Maybe I need to turn into a bat.

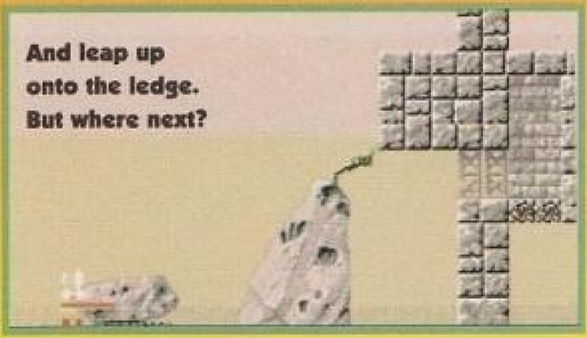
## ZOO TV – THE WORLD'S MOST OBVIOUS BOXOUT



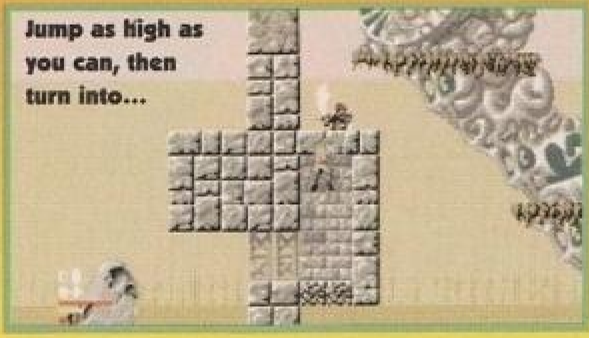
You can be a little bird.

Or a big bird. The differences escape me.

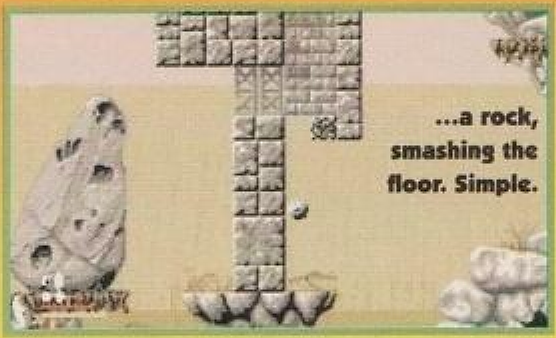
The horseshoe crab crawls.



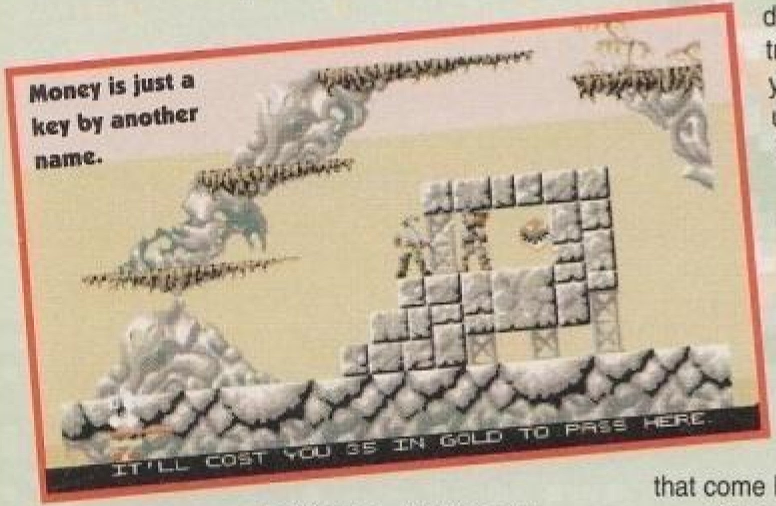
And leap up onto the ledge. But where next?



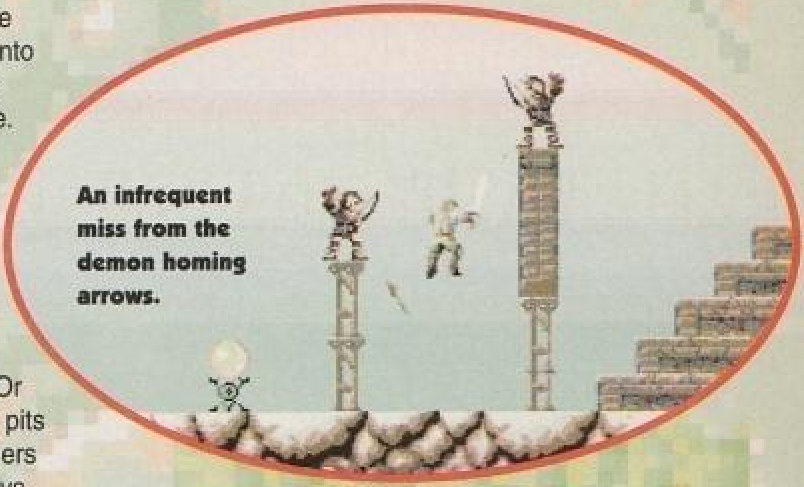
Jump as high as you can, then turn into...



...a rock, smashing the floor. Simple.



Money is just a key by another name.



An infrequent miss from the demon homing arrows.

behind me. And then by activating a level to open a trapdoor into a shaft, I set a huge boulder rolling after me, and only by out-pacing this hunk of rolling doom, until it dropped down the next shaft, was disaster averted. It was tremendously exciting, but minutes later when I'd been killed just before the next restart point, I was left to kick and push my way through all the rocks from the first set of traps, which then turned out to be impish rockmen. It's all so very nearly right.

## ARIADNE

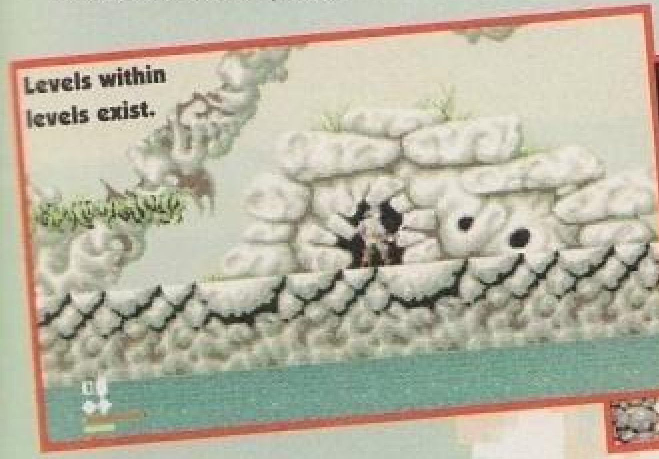
On another section, there are three floor switches which fire arrows. It's possible to jump over them, but if you hit just one, you go down in a flurry of unavoidable sharp pointy things. Even more ridiculous than this (which does at least give you a chance) are trapdoor levers that trigger arrows into your back. Unbelievable, nearly as unbelievable as leaps of faith. Here. In a game. In the 1990s.

And annoyingly, it's this sort of thing that hides the good stuff and the clever puzzles. Such as the one where you've got to collect wooden planks to make a bridge, and then turn across a rock and roll across it. Or the bits where you have to open pits to trap strangely prescient boulders that come lumbering towards you. Cheers guys.

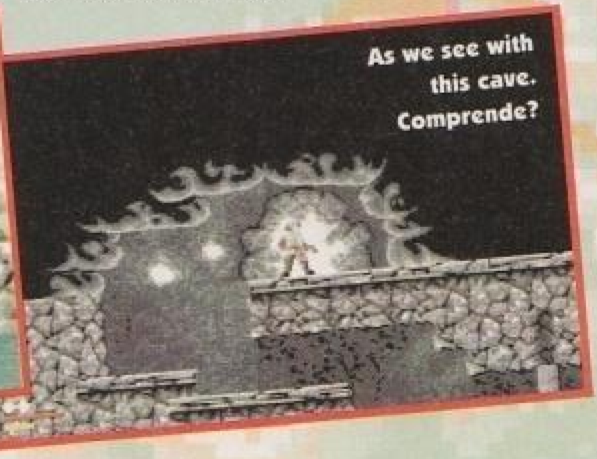
Or, indeed, the animals themselves. I keep saying "animals" when clearly the rock's a rock, the little green man's a little green man and the grasshopper's an insect, but you know what I mean. They're essential to the game, give rise to some nice little transformation silhouttes, are suitably varied and interesting, and there's not that much more to say about them. The small animals let you go through holes, the birds let you fly over obstacles, the spider lets you cling to surfaces and all the others let you get to a bit of the level that would be inaccessible by a human.

Enjoyment from *Odyssey* has built up slowly and steadily from playing it loads. I initially despised it, learned to live with all the 'problems' and by the time I eventually got to grips with all the running around and picking things up, I'd actually learned to love it. But a parting shot – why does this game have lives? It's so difficult, and so vast and it's so hugely unlikely that you'll complete it in one go, that adding the further hassle of starting again is completely stupid. If they'd only kept one feature from *Exile*, it should have been the one where you never died and merely got zapped back to your last position you'd activated your saved position beacon. Hey-ho.

● *CAM WINSTANLEY*



Levels within levels exist.



As we see with this cave. Comprende?

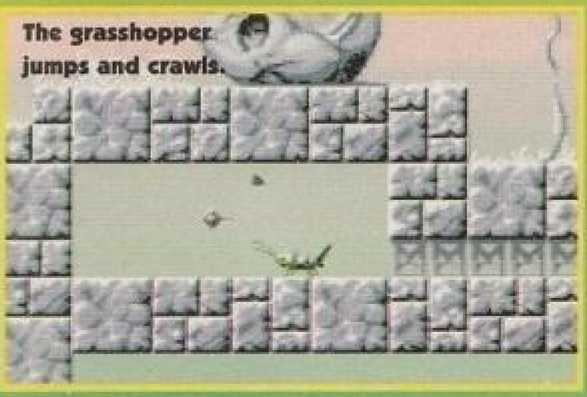
**UPPERS** It looks great, the creatures are fun, there isn't any in-game music and as long as you can get back to the boat, you can save at any time. There's plenty of variation in the scenery, and a fair old bit of variation in the puzzles too.

**DOWNERS** A whole encyclopedia of platform problems, from jumps you just can't make, to leaps of faith and monsters at the bottom of stairs that get you before you're on a level with them. The puzzle solving's just a matter of tramping from one location to another, and you're restricted by lives when the game could well do without them entirely.

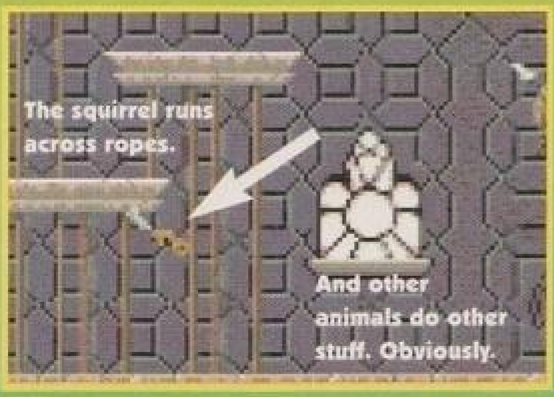
### THE BOTTOM LINE

As an *Exile* type game, it misses out most things that made *Exile* great and completely fails to make the grade. As an entertaining, platform adventure game, it's great fun that just grows and grows on you. Providing you're prepared to forgive and forget the glaring (but mostly small and fiddly) problems with it, that is. I'm teetering on the brink of recommending it wholeheartedly.

**79 PERCENT**



The grasshopper jumps and crawls.



The squirrel runs across ropes.

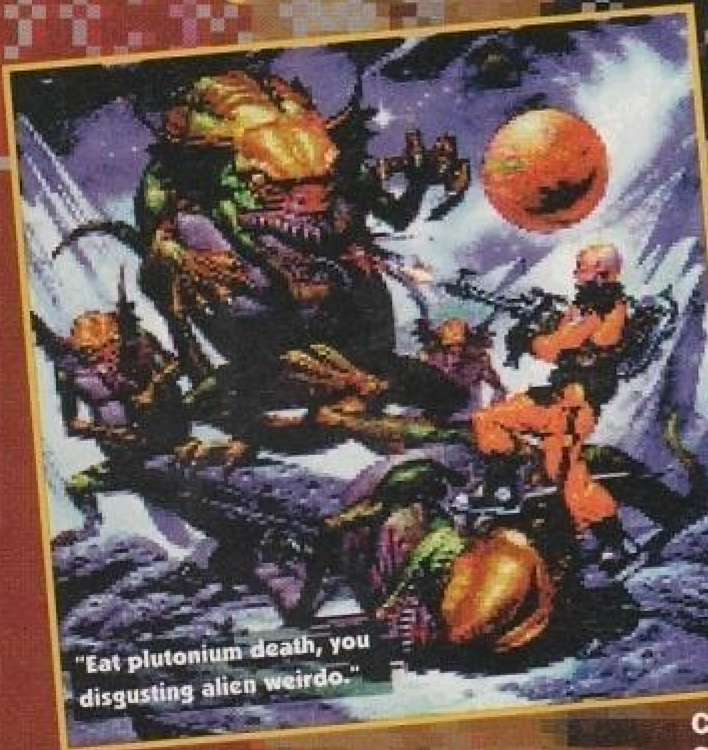
And other animals do other stuff. Obviously.

### THE BOTTOM LINE

**A1200** What do you want us to say? It's the same.

# FEARS

**FD Roosevelt once said something about fearing fear itself. He was right. Fear *Fears*.**



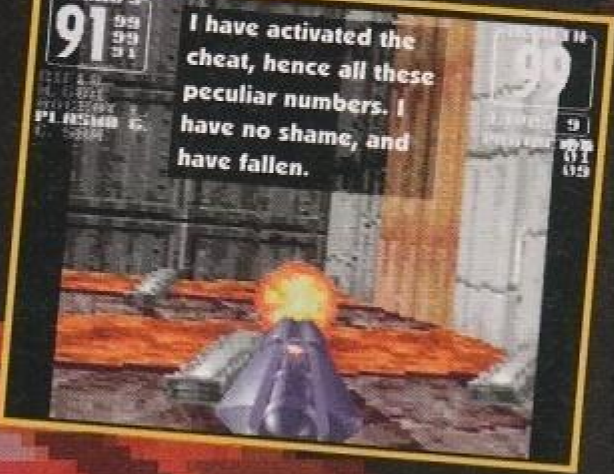
"Eat plutonium death, you disgusting alien weirdo."

**Publisher: Guildhall**
**Price: £30**
**Release: September**
**Authors: Bomb Software**

**CUE TITLES:** Fast-cutting establishing shots of 19th century Munich. Ironside-style music. Words drift lazily down to centre of screen as title: Beethoven – Badge 417. Words become pellucid as title sequence unfolds behind. Throughout, red crosshair target slides purposefully across screen, trying to draw a bead on Beethoven's head. Fast cuts: Beethoven skidding across bonnet of car, gun in hand; Beethoven in street, directing tourist with huge map; Beethoven pounding away on piano; Beethoven diving to catch dropped phial of deadly virus; Beethoven dancing furiously in strobe-lit nightclub; Beethoven conducting 80-piece orchestra, turning to wink at girl in front row; Beethoven jumping for the skids of rising helicopter but missing and falling off a building; Beethoven squatting down to sign the manuscript of Fidelio for a little girl; Beethoven pulling himself out of a swimming pool fully-clothed, grinning ruefully. Crosshair settles over final pic and stylised bullet-holes spatter across the screen.

**CAPTION:** Lee Horsley is:
**CAPTION:** Beethoven – Badge 417.
**CAPTION:** Tonight's Episode – Murder's Not For Amateurs.
*(Streets of 19th century Munich. Burgermeister strides past, followed by Beethoven.)*
**BURGERMEISTER:** Dammit, Beethoven, you know I can't do that.
**BEETHOVEN:** C'mon, Bill. You haven't a chance of solving this without me.
**BURGERMEISTER:** No, Beethoven. No. The last time you helped out, we had a convent blown up and 16 casualties – including my wife.
**BEETHOVEN:** Goddammit, Bill – he was my partner.
*(Burgermeister stops suddenly.)*
**BURGERMEISTER** *(stabbing with forefinger in emphasis)***:** No way, Beethoven. We're all sorry about Spielz, but you're a loose cannon. You don't take orders. The department can't afford another media crucifixion. Beethoven, you're off the case.
**BEETHOVEN** *(freezingly)***:** Sorry, Bill – but I don't hear you.
*(He drives off in a fast car, tyres squealing.)*

But anyway.

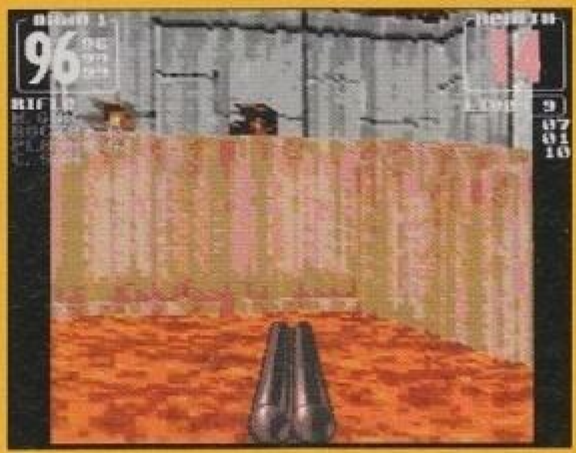


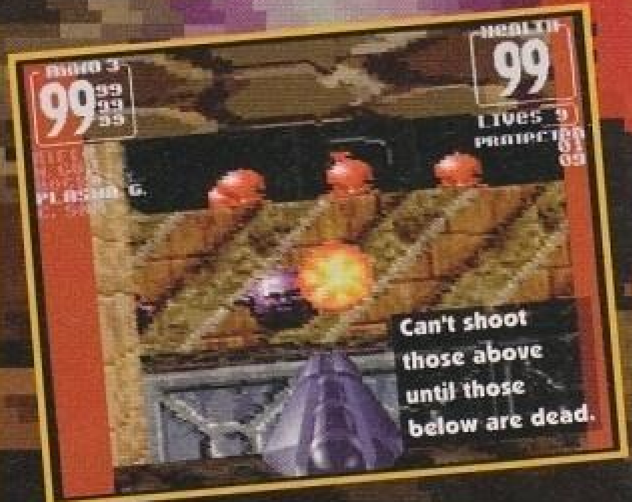
I have activated the cheat, hence all these peculiar numbers. I have no shame, and have fallen.

## I'VE FALLEN , AND I CAN'T GET UP

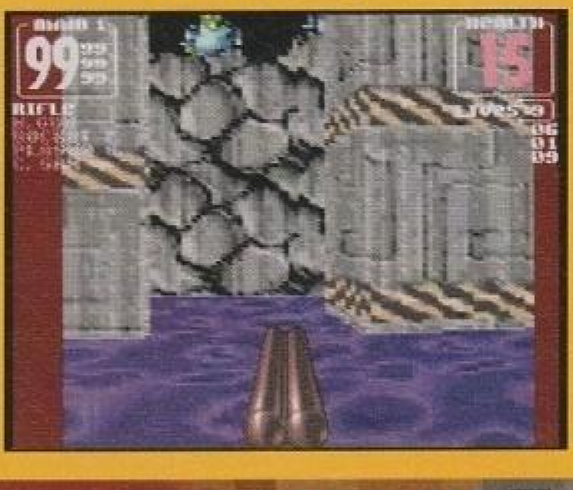
*Fears* has, on the whole, a bizarre approach to being a game. Things you see all the time – doors, for example, and walls – are wearyingly alike; while that which you see but only briefly, BEFORE DYING WITH NO CHANCE OF ESCAPE, is extraordinarily beautiful. Like this.

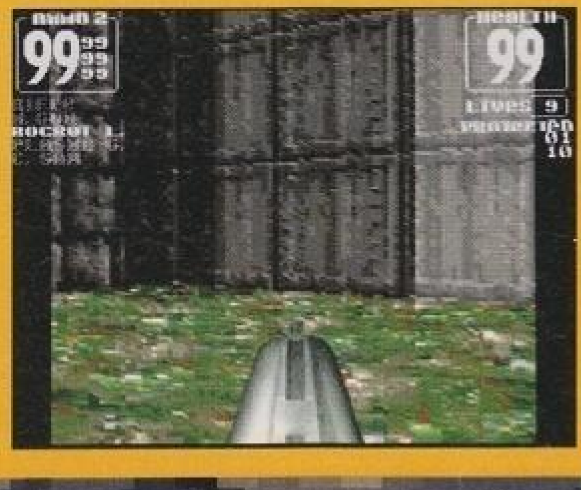
**RIGHT: Viscous, tidal, soupy – it is the Acid Of Champions.**
**BELOW: While this has a cooler, calmer, altogether fresher feel to it.**
**BELOW RIGHT: And this is frankly unpleasant.**
**BUT ALL OF IT KILLS. Ruthlessly.**

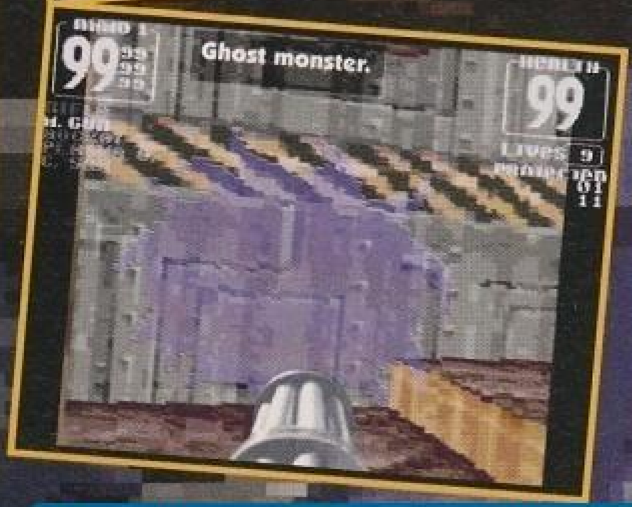




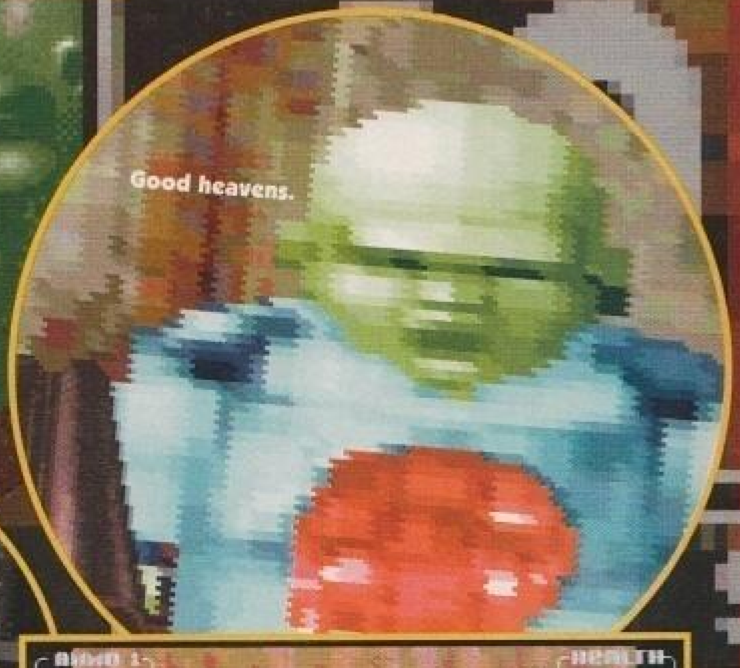
Can't shoot those above until those below are dead.





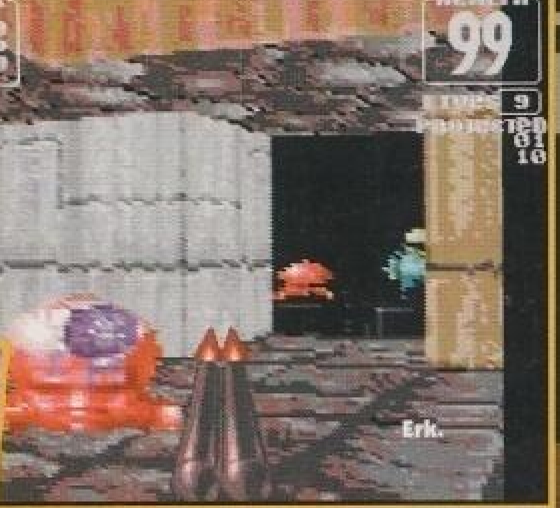


Ghost monster.



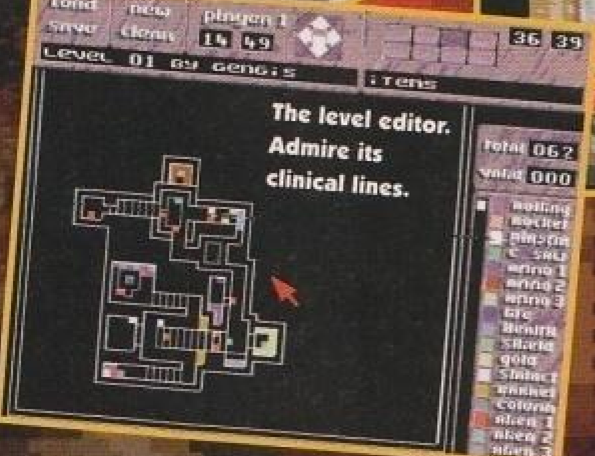
Good heavens.

Tetchy skull.



AMMO 1
99
HEALTH
99
RIFLE
LIVES 9
PROTECTION

Erk.



load
new
plagen 1
save
clean
14 49
36 39
LEVEL 01 BY GENESIS
:TENS
total 062
valid 000

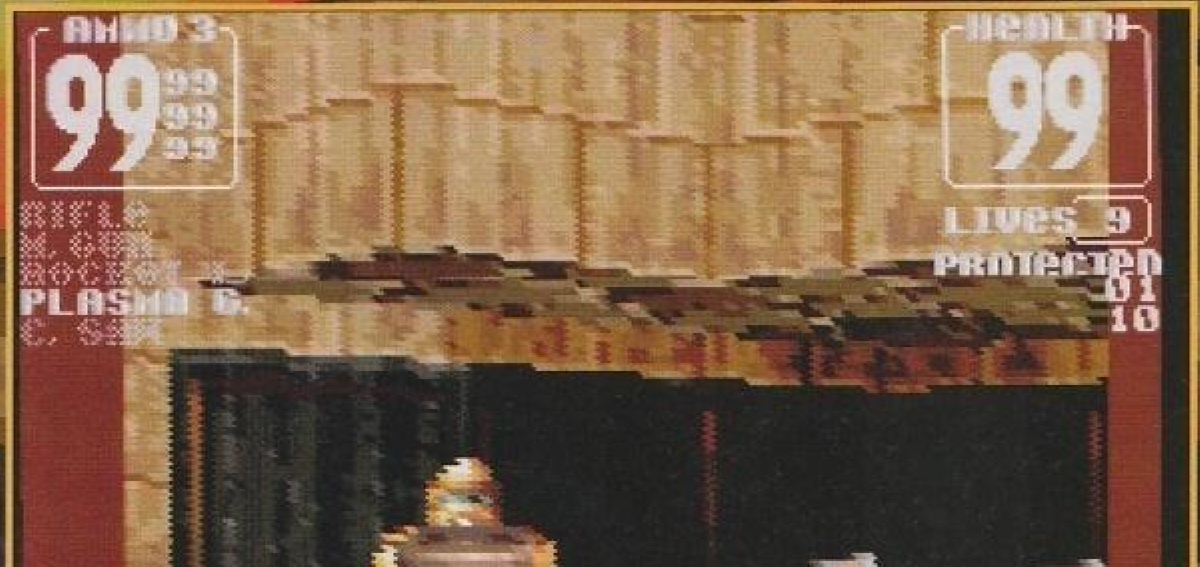
The level editor. Admire its clinical lines.

## SAFER

*Fears* is a maddening game. On the one hand it's a stunning technical achievement, combining fast full-screen *Doom* clonage with stairways, lifts, rivers of acid, sinister lighting and near-subliminal sound to create a fantastically scary atmosphere; on the other it's hateful to a frightening degree. There was never a moment in the game when I was genuinely, freely enjoying myself, lost in it, believing in it, ducking when rocket shots roared over my head and bellowing a suitable movie quote as I won a tensely mismatched battle.

Not once. And that is clearly terribly, terribly wrong.

A heck of a lot of this wrongness is to do with the monsters and the way they 'handle'. You'll always be opening doors suddenly to receive fireballs in the face as, STRANGELY, the monsters have UNERRINGLY LUCKILY guessed when you're approaching. A few goes furnish the answer: if they're close enough not to be concealed by the dark fringes of the screen (a spectacularly beautiful effect, as the corridor before you fades into terrifying nothingness almost as if you're carrying a torch or something) the monsters know exactly where you are. You might not be able to see them – say, they're at the bottom of a flight of steps, or in the pit of a lift – but THEY KNOW WHERE YOU ARE. You'll never really be fighting just ➤

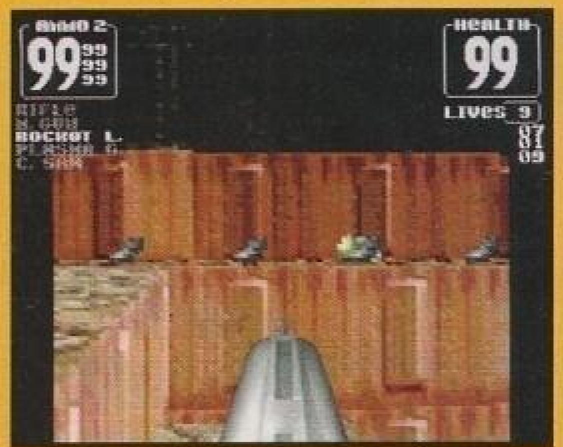


AMMO 3
99
HEALTH
99
RIFLE
M. GUN
ROCKET
PLASMA G.
C. SAW
LIVES 9
PROTECTION
01
10

Cowering behind an oil drum will not save you. Or are you attempting to move blindly forwards, shuffling to get on a line with me, firing all the while?

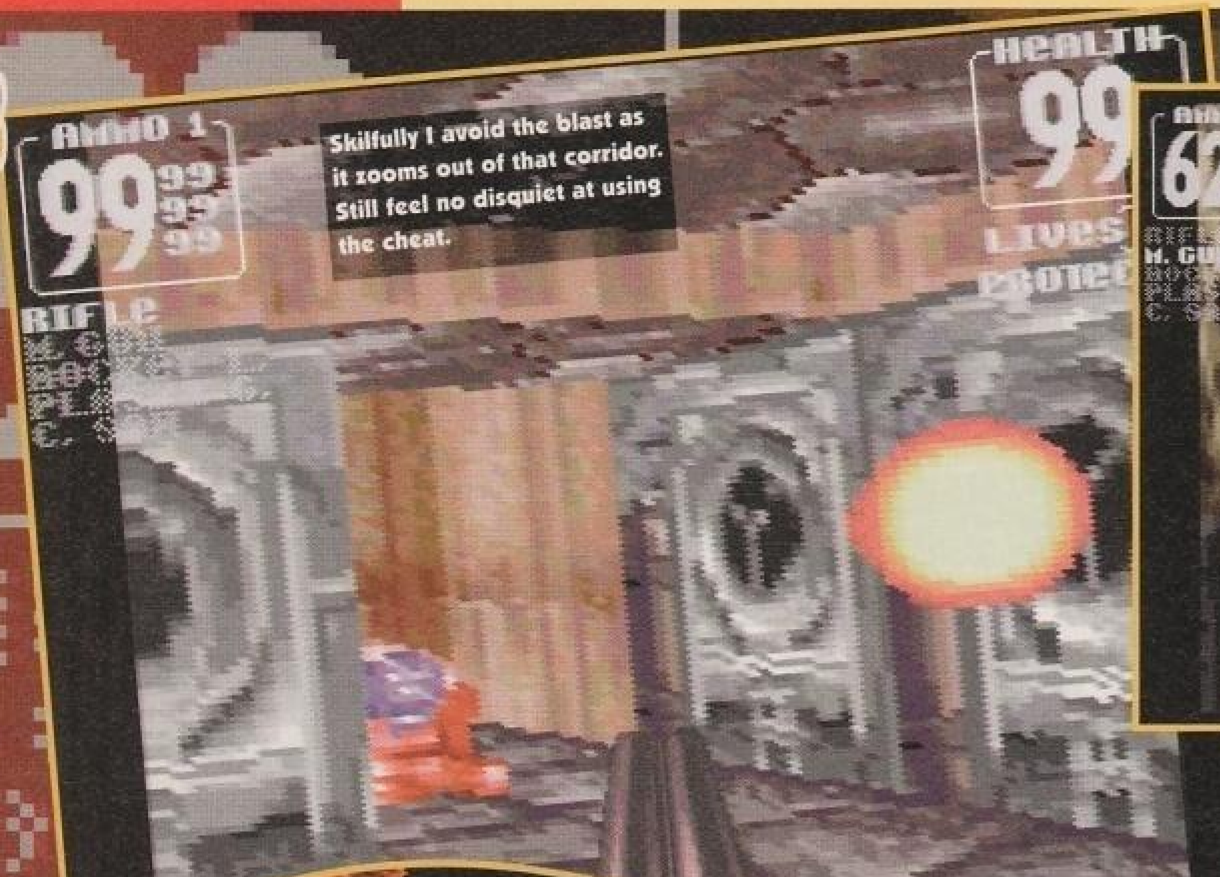
## GIDDYING HEIGHTS OF SUCCESS

You mayhaps not believe it, but here I am descending a staircase. It is impossible to see where the stairs are, and this particular staircase has a bend in the middle. One step too far and I plunge into acid. Oh dear.

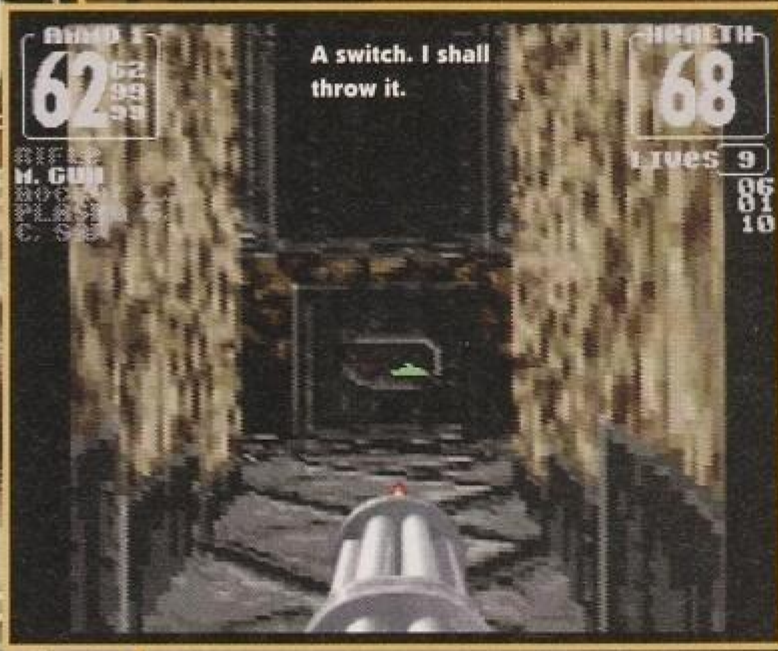


AMMO 2
99
HEALTH
99
RIFLE
M. GUN
ROCKET L.
PLASMA G.
C. SAW
LIVES 9

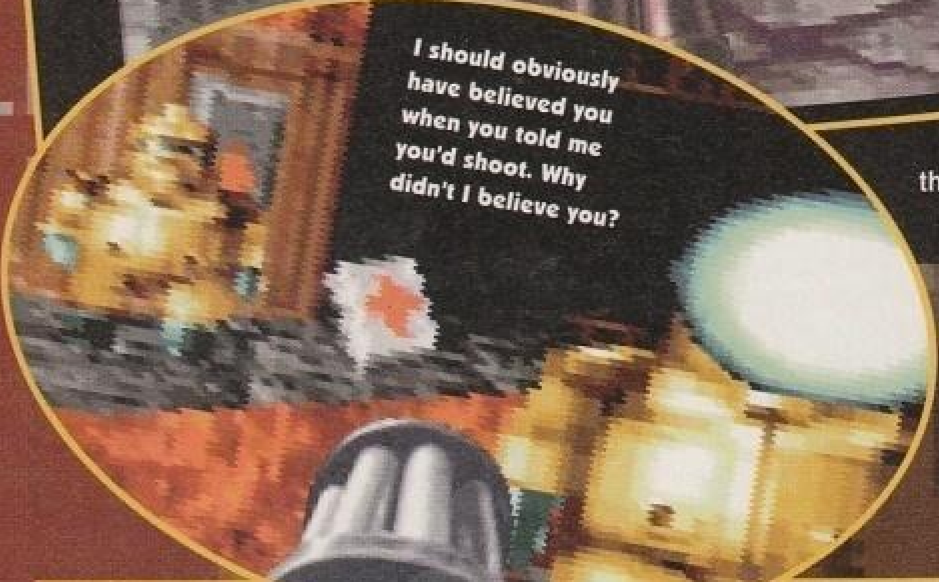
And another thing – the weapons have no 'zing'. This bazooka, for example – its shells splurt out without, say, exploding fearsomely. Tch.



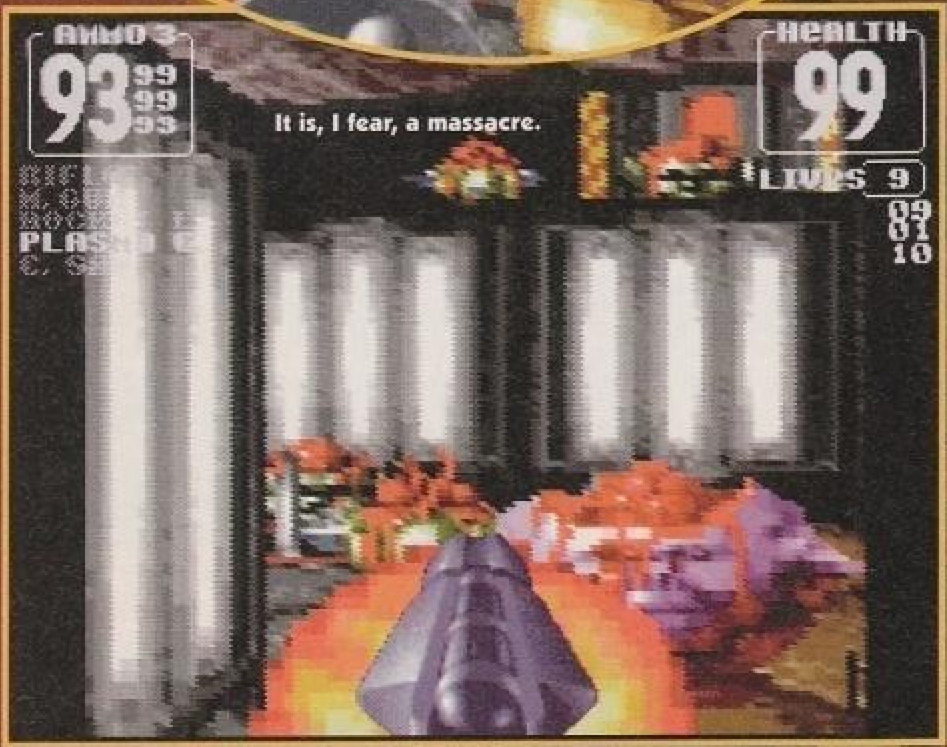
Skilfully I avoid the blast as it zooms out of that corridor. Still feel no disquiet at using the cheat.



A switch. I shall throw it.



I should obviously have believed you when you told me you'd shoot. Why didn't I believe you?



It is, I fear, a massacre.

the one – even if that's the only one you can see – because others will be pouring fire into you as you writhe helplessly. And that's rubbish.

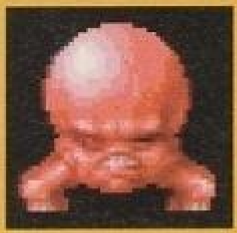
As is, indeed, the way the monsters rip bullets at you until dead. Slam rounds into the monsters in *Gloom* and they recoil wounded, their aim thrown and their senses scrambled for a few vital moments. In *Fears*, a monster will continue to fire, speedily and accurately, unconcerned by your retaliatory shots, up to their death. (Even, in fact, as their death animation plays, because until it's finished the game doesn't acknowledge them as dead. I'm not making this up.) And you can't plan to avoid them. A fatuous omission of such a sound-clever game is a 'wandering monster' noise, or a trumpet of joy as they spot you. (How hard could it have been to add even, say, a sound for the bullets missing you and flying by?) Thundering around the complex, the first you know of a monster is the thwup-thwup of its bullets making your screen go orange. You have no warning.

A third naughty thing is the way *Fears* cheats with height. There are indeed stairs and lifts, but the game sees everything as 'flat' – if you fire directly at a monster you'll hit it, regardless of your respective vertical positions. (There is in fact a hierarchy to height; if there are monsters above and ahead, you'll automatically shoot at the lower ones first. Gee, thanks.) It's a common cheat in *Doom* games (*Gloom* leaves well alone by not bothering with stairs to start with) and would be perfectly acceptable were it not for two things: the monsters KNOWING WHERE YOU ARE (remember, being atop a tottering ledge or, indeed, behind a wall is no obstacle to their seeing you) and the inescapable rivers of lava. By all means, have drains full of killer acid swirling ominously about the base of the towering maze for the unwary player to plunge into, but GIVE THEM A CHANCE TO ESCAPE.

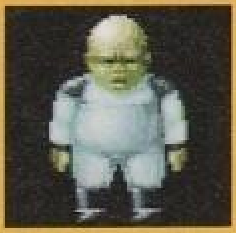
*Fears*, incredibly, has complicated, twisting tunnels of acid – sometimes containing extra ammo and tantalising bonuses – but absolutely no way of getting back to dry land. Fall down and, no matter how excitingly fast you run, you will die. What's the reason for not having put in a lift, or a button to make a drawbridge come down? The game alienates you as you struggle through a level, fall off a ledge (sometimes through no fault of your own OF WHICH MORE LATER) and lose everything. And that's abominable. Especially as you

## OOO, MONSTERS

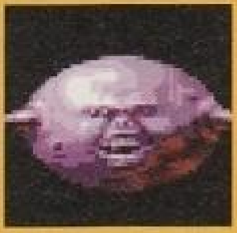
The monsters in *Fears* are a disparate bunch. But, somehow, there is a link detectable between them. Can you, the readers, in a manner similar to viewers of TV's famous Sesame Street, spot it?



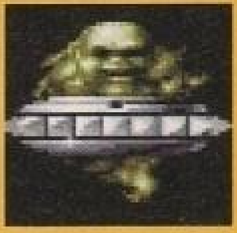
**This monster moves blindly forwards, shuffling to get on a line with you, shooting accurately all the while.**



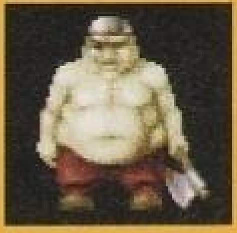
**Moving forwards blindly, this monster shuffles to get on a line with you, all the while accurately shooting.**



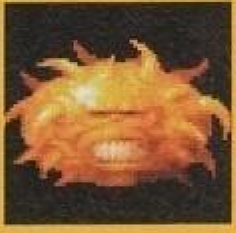
**Shuffling to get on a line with you, this monster moves forwards blindly, shooting all the while accurately.**



**Accurately shooting all the while, this monster shuffles to get on a line with you, blindly moving forwards.**



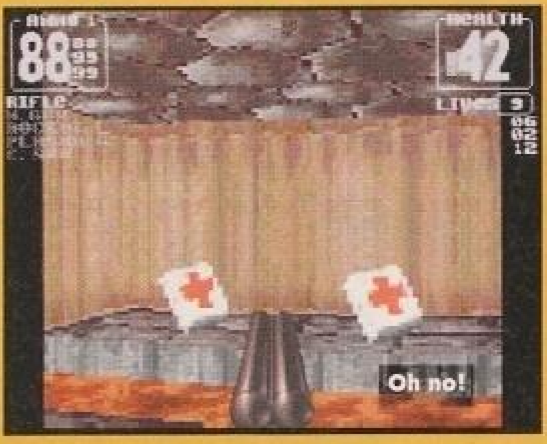
**In blindly shooting on a line, this accurate monster gets to shuffle all the while forwards. With you.**



**Etc.**

## CAN'T...QUITE... REACH

Let us hope *Fears* does not succumb to the evil temptation to place vital objects across shallow pools of acid, eh?



realise you can't 'see' down a steep flight of steps. Yes folks, at points in the game you're walking blind, painfully aware that a movement too far at the bend in the stairway will drop you straight in the lava. (And there's no 'give' at all in corners: while you might reasonably expect to get away with cutting slightly across the diagonal, *Fears* gives no quarter: down you go.) There's even, God forgive them, a bit where you see a staircase to a button that is, in fact, concealing a gap.

What the hell is going on?

## FARES

This is what I think is going on: the playtesters are too close to the game. They are, I'll hazard, the programmers. It doesn't matter to them that the monsters' bullets are so fast you have little to no chance to avoid them by sidestepping. Nor do they think much of the extensive ledge-based action which utterly negates the sidestep: use it, and you fall off. Nor, indeed, of the boggling width of your 'body' (it appeared that every shot to hit the screen counted as hitting me, with no accounting for the bullets actually having whizzed safely past on one side). They've been playing *Fears* for ages, you see, and they're used to it.

Well, chums, I played *Fears* for ages, and at no point did I become used to it. At all times I was horribly aware it was a computer game, and that I couldn't, for example, rush thrillingly through the level because I'd just fall off something and die, or get caught in a six-way crossfire and die, or step upon what I took to be another stair and fall through and die. Minor faults, like the non-real-time map (you should always, *always* in this kind of game be able to run around using the map because the levels are so fiendishly complicated – and *Fears'* are phenomenally fiendish) blew up to catastrophic proportions. A promise to myself not to use the cheat mode until I'd completely, utterly played it out fairly collapsed around level five (there are thirty) and I pottered among the rest of the game finding out it was dismaying similar throughout: rooms with lots of doors, monsters immediately behind the doors, ledges to other rooms and lots of falling. Oh, and what's the point of having as a fun-packed hidden weapon a circular saw if every monster acts in exactly the same way and shoots you from a distance?

Let's stop and do some good stuff.

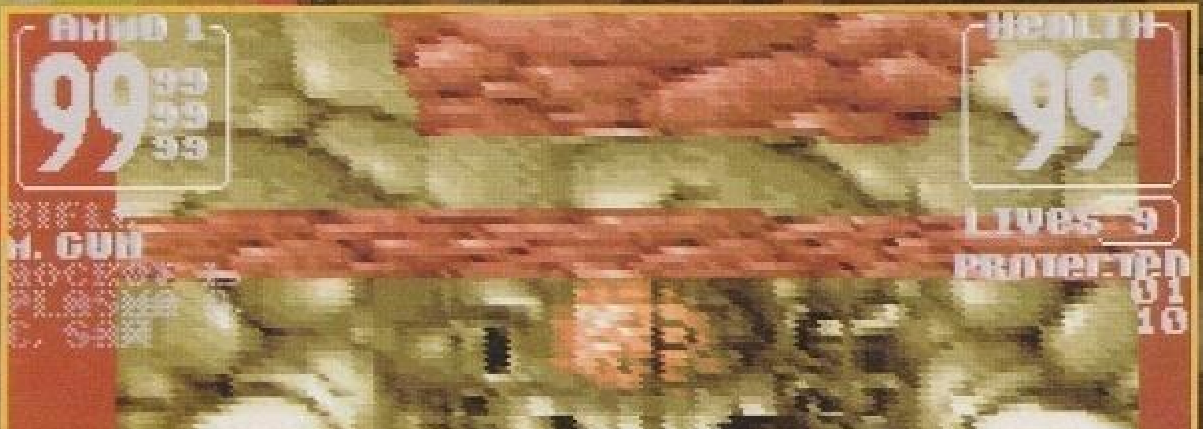
Good heavens again.

## FSAER

There's a tremendous level editor in *Fears* that's dead easy to use (everything's based on coloured squares) and fun to play around with. This is decidedly a Good Thing, and beefs up the longevity of the game. A pity you can't alter the way the monsters 'think', but there you go. There's a (serial link only) 'deathmatch' game in there, but even though it's a huge step beyond *Gloom's* – different weapons instead of balls of light – there's still no feeling of terror at stumbling across your better-armed opponent, because whatever he's carrying, he looks the same. Also, there's no feeling you're blasting someone: no blobs of blood splashing off them, or ricochets or anything – a fault, indeed, of the game proper. There is, in short, no visceral (erk) 'vavoom!' to the game. (So much, then, for a selection of Good Things.)

*Fears* is enormously more clever than *Gloom*, but I undoubtedly prefer the latter game for IT IS FUN. *Fears*, to my mind, fails on all levels but the aesthetic: it's hopelessly unfair as a zap game (you never look forward to a fight) and ludicrously uphill as an exploration game (if you don't fall to your death you'll be baffled by the alikeness of the walls and fiddly map and go in circles for ages). I grew from smirking fraternally at its faults to hating having to load it and play. By all means slather over this proper *Doom* – but on the Amiga, ignore me completely and add 50 or 60 percent to the score, but you will, of course, be wrong.

● *JONATHAN NASH*



The big, bad bloke at the end of the game. Because I cheated.

▲ **UPPERS** It's technically one of the funkiest games on the Amiga. You can save after every level. Secret rooms. Treasure. Time trials. Varied, nasty weapons. Deathmatch. Difficulty levels (although they affect only the amount of energy a monster hit takes off). Phenomenal sound. (Not that you'd notice – it's all horribly spooky background atmosphere moaning. Teasingly pervasive.) Lifts. Clever lighting. All the right stuff. And a level editor.

▼ **DOWNERS** But it's horrible, HORRIBLE to play. The monsters aren't fair, you can't recover from a fall, and sometimes you can't even see where you're going. You end up edging around, prodding the ground ahead with a tentative toe, when you should be zooming about in high-speed drive-by battles. The programmers' idea of making the game tricky is to have six hidden monsters open up on you in a crossfire, and damn you if you're found wanting.

### THE BOTTOM LINE

Reaches for the stars, but explodes in vacuum.

**40** PERCENT

### THE BOTTOM LINE

**CD32** It's coming. But it's going to be the same.

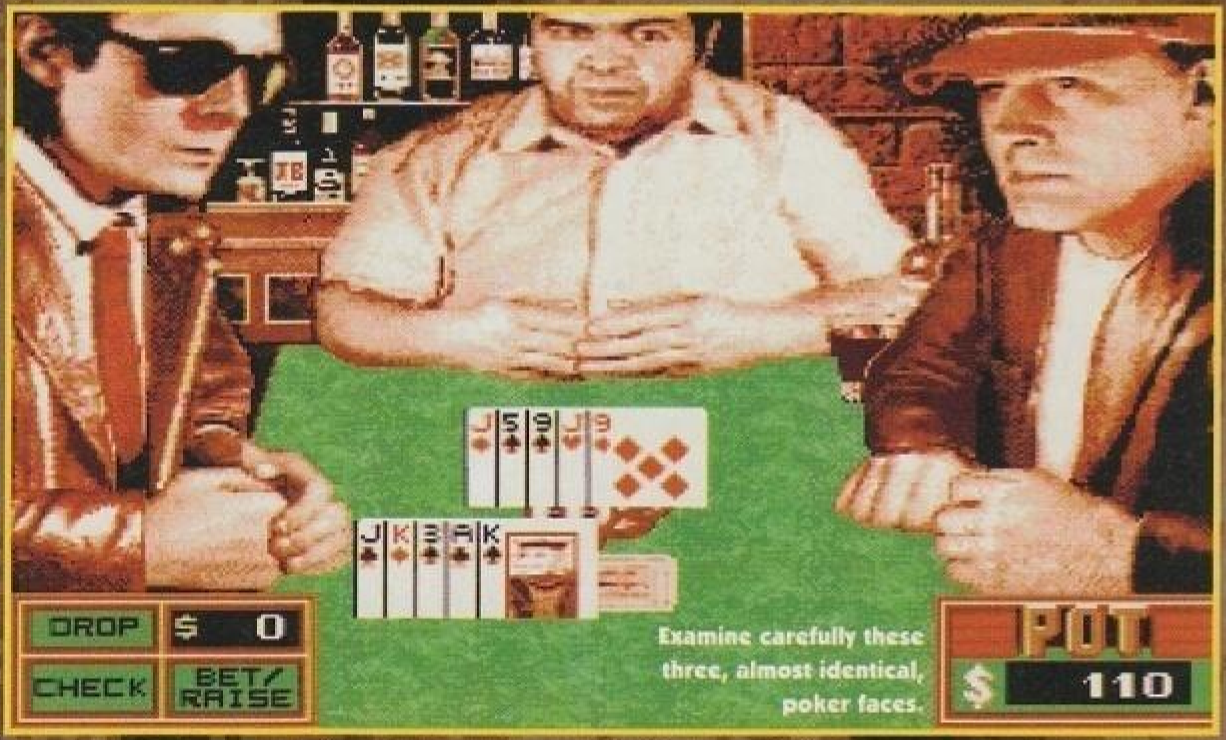
# HOLLYW HUSTLER

## Apparently he exists in real life. Honest guv', I tell you.

**Runs on:** All Amigas
**Publisher:** Desert Star Software, 120 Burden Road, Beverley, North Humberside, HU19 9LH
**Authors:** Robin & Dave Keen
**Price:** £24.95
**Release:** Out Now

It's all very simple really. You've just lost everything you value in life (job, girl AND car), and so to cheer yourself up, you decide to play a game of cards in a dingy little club against three guys – one of whom only happens to be called Montana. Now I don't know much about life on the Mean Streets, but I do know this – never EVER play cards against someone who's named after a State. Or a city for that matter. So right from the start it's fairly obvious that you're not going to be playing for toothpicks, chocolate buttons, Monopoly money, Othello pieces, jelly babies, twiglets or any of the other bargaining chips normally used in your average, run of the mill, ho-hum friendly gambling game.

Now because this is America, the game you're about to lose all your money on is Poker. No fancy rules or variations, just straight five-card Draw Poker. The object being, of course, to win lots of money and prove your manliness by embarrassing the other players.



Examine carefully these three, almost identical, poker faces.

### LOSER

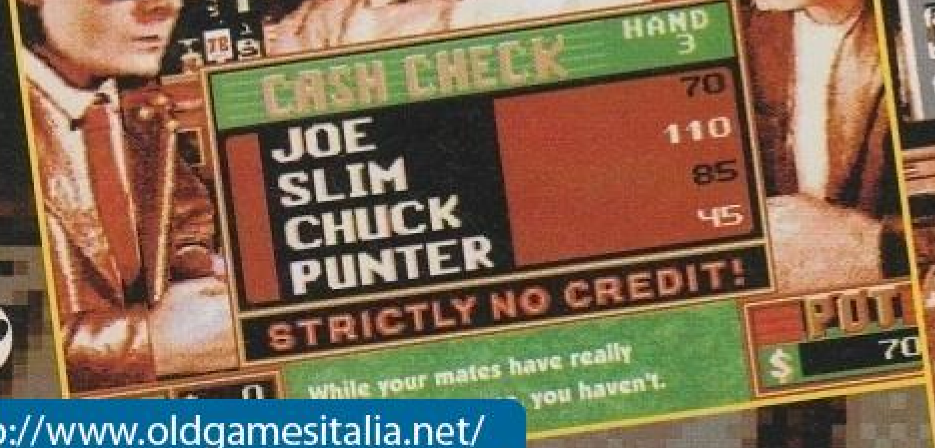
So, you're sitting at a table, staring at your opponents with your stern and expressionless poker-face "in full effect", and the cards are dealt. You think for a bit and, (by using the joystick) you bet, match the bets and when the time is right, swap up to three of your cards to try and improve your hand. Then, if you're feeling lucky (punk), you bet some more. Or you can drop your hand, sit back and watch someone else lose their money. This is what all those tense bits in cowboy movies are all about.

You play your games (choose between 15, 25 or an Unlimited amount) and try to win some money. If, at the end of the set time, you lose or end up (horror of horrors) owing money, then you're taken outside and given a swift kicking, although you don't see any of this macho mano-a-mano action. Make a little cash however, and everything starts looking a bit rosier. Break the bank, shame the other players and reach the top of the high score table on the Hustler level, and a big surprise will be waiting for ya. And no, I'm not going to tell you what it is *(Because he didn't win. – Ed)*.

> "Given a swift kicking"

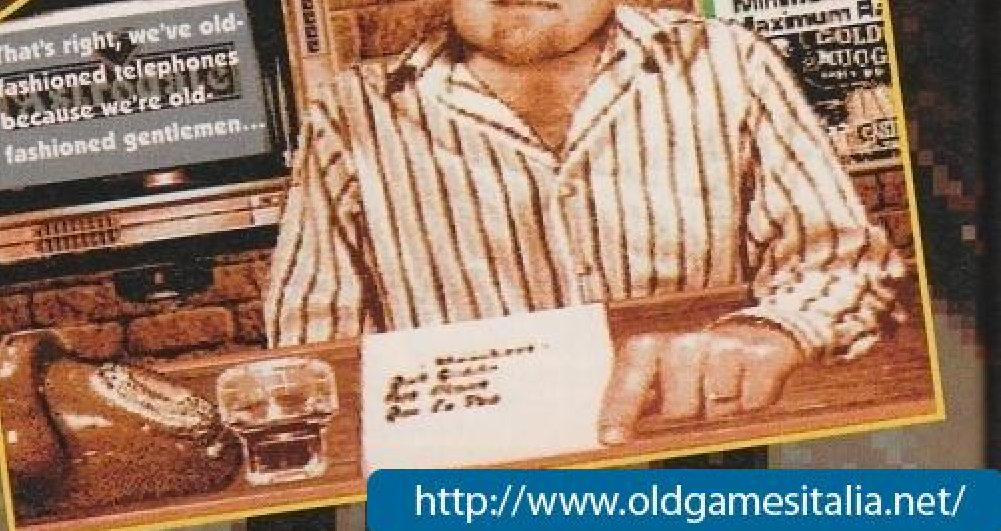
### BURP

And basically, that's your lot. It's a very simple poker game, using the digitised graphics and three different endings to try and add some sense of atmosphere to the proceedings, but after playing game after game after



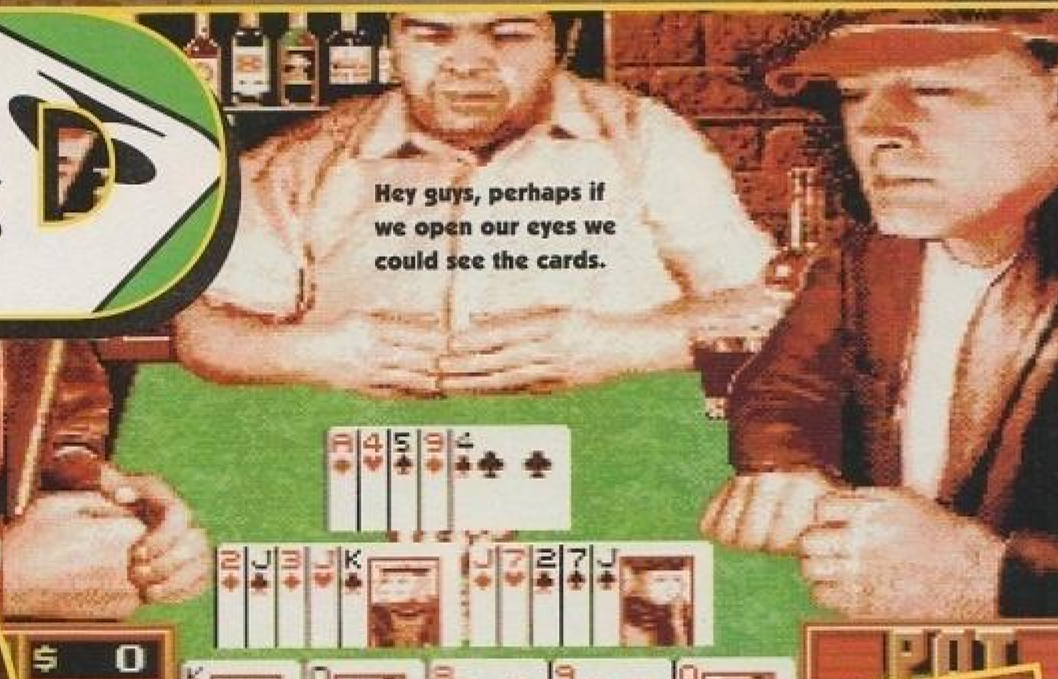
| | |
|---|---|
| JOE | 70 |
| SLIM | 110 |
| CHUCK | 85 |
| PUNTER | 45 |

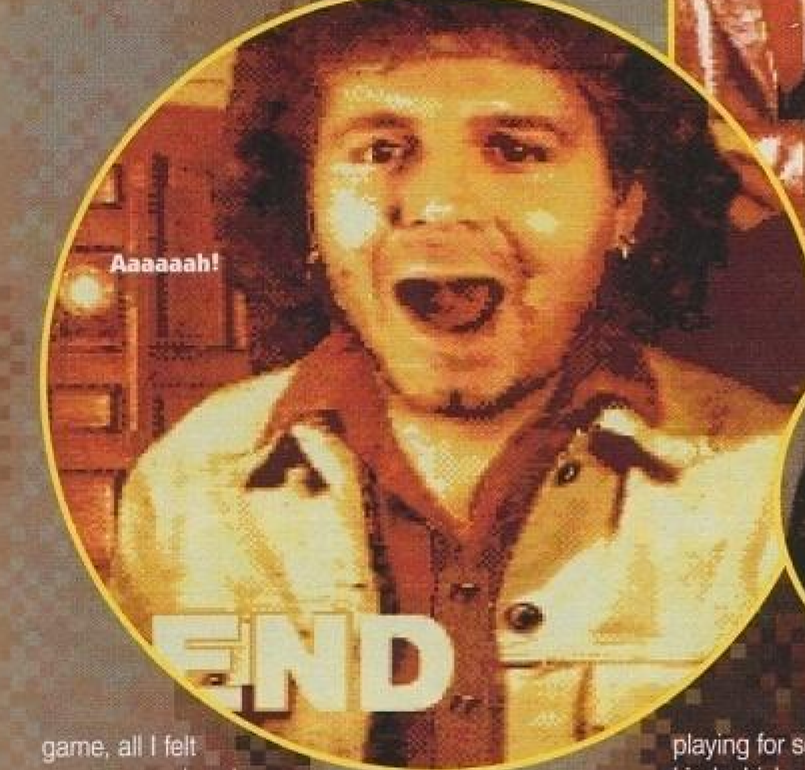
While your mates have really … you haven't.



That's right, we've old-fashioned telephones because we're old-fashioned gentlemen...

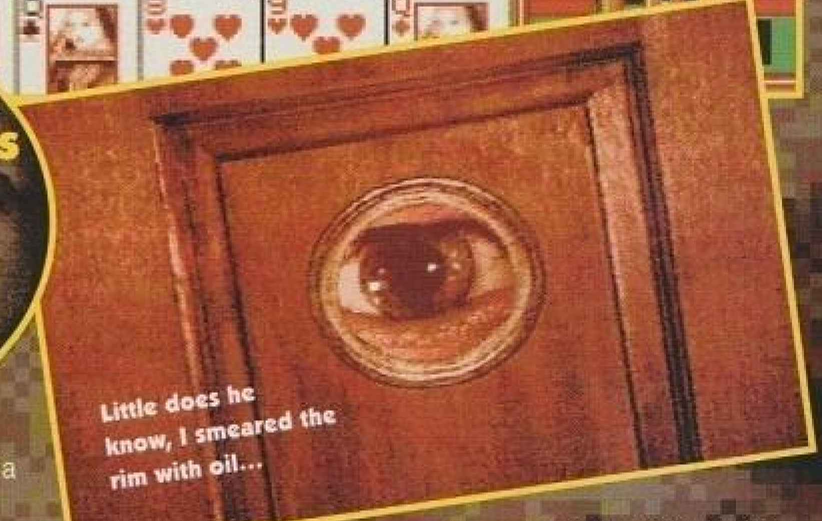
# OOD


Hey guys, perhaps if we open our eyes we could see the cards.



# END

> "Gratuitous shots of women's breasts."


Little does he know, I smeared the rim with oil…

game, all I felt was annoyed and a little bit ticked off. You see, I played this for ages, and got absolutely nowhere, which is wrong, because I'm a bit good at poker. I know how to play, I know how fortune smiles on and off as you play and I know you've got to speculate to accumulate, and yet nothing ever went my way. While the other players betted out of their skins, played some good hands and bluffed in all the right places, absolutely nothing went right.

My best hand, after playing for several hours, was three of a kind which, on a scale from a high (rubbish) to a royal flush (incredible), is about half way along. Even with this, I only managed to gain a couple of hundred dollars. Yet, there were four of a kinds, full houses, straights and a couple of flushes all going to everyone else, with all the pretend computer players making pots of virtual cash from them. And before you start sneering, no, this isn't just me being a bad loser.

On top of this phenomenally bad luck (or was it? Or WAS it? OR… etc) I had to put up with gratuitous shots of women's breasts, silly farting noises and some strange chanting. Which just wasn't impressive. Maybe it's fun with some mates and bottles of *("Fruitopia." – Ed)*, but if you've got them, what's the point of playing this at all? I'm obviously not enough of a lad to enjoy it.

## PASS

The final salt-rubbing incident, into the several wounds already inflicted by this game, was the boring speed that it all runs at. It's fair enough that the other players can take a little bit of time to think about their hands and betting and all that – it's part of the tension a good game of poker should induce. I'm just complaining about the time it take to deal cards, the tedious length of time it takes to end one game and start another, the fact that you have to change disks to load up one of the endings and, for reasons best known to someone else, the game doesn't even recognise a second disk drive to make this loading any quicker.

Listing all the things that I found depressing about the game, may make it sound worse that it actually is and, in the final reckoning, the game does what it's supposed to. But when I compare this full-price release to any of the card game compilations available from PD libraries, and this comes off worse, I can see no reasons why you should even consider giving this a go.

● *PAUL MELLERICK*

HOUSE RULES
♥♣ Five Card ♠♦
Draw Poker
Minimum Raise $10
Maximum Raise $25
Candy
Want to unwrap me!
Call: 508–3121
ALL MAJOR CREDIT CARDS
GOLDEN NUGGET
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Las Vegas
CASINO
Y'in&Y'angs
-Sushi Bar-
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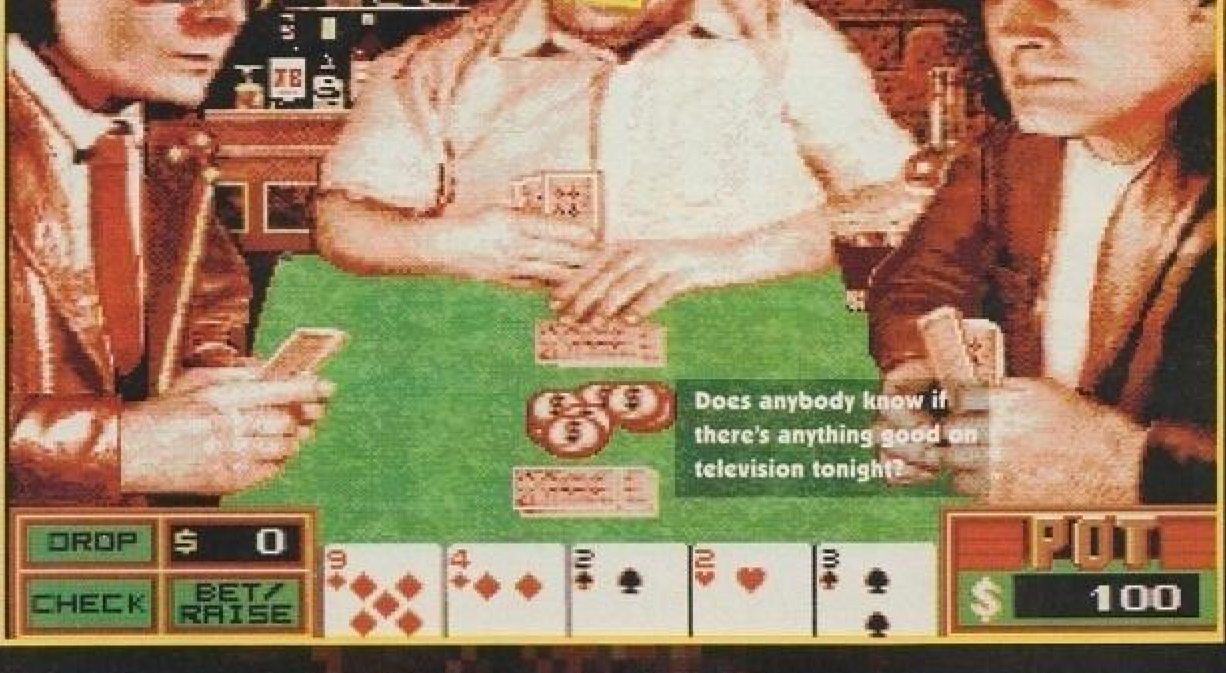
TEL: 469-9085
Lonely
Candy? Since when have you bought candy with credit cards?



Does anybody know if there's anything good on television tonight?

**UPPERS** Well as a game of poker everything is in the right place and it works. And I suppose the graphics and speech are okay.

**DOWNERS** After playing for ages the game seemed to favour the other players. I didn't get a decent hand. I couldn't make any money. It's too slow and the very silly laddish farting noise and digitised breasts ARE NOT BIG OR CLEVER.

**THE BOTTOM LINE**
If you fancy playing poker for money, buy a pack of cards, some beer, order a pizza (just plain cheese and tomato for me) and get a few mates to come round. It's a much better way of spending £25 than buying this.

**35 PERCENT**

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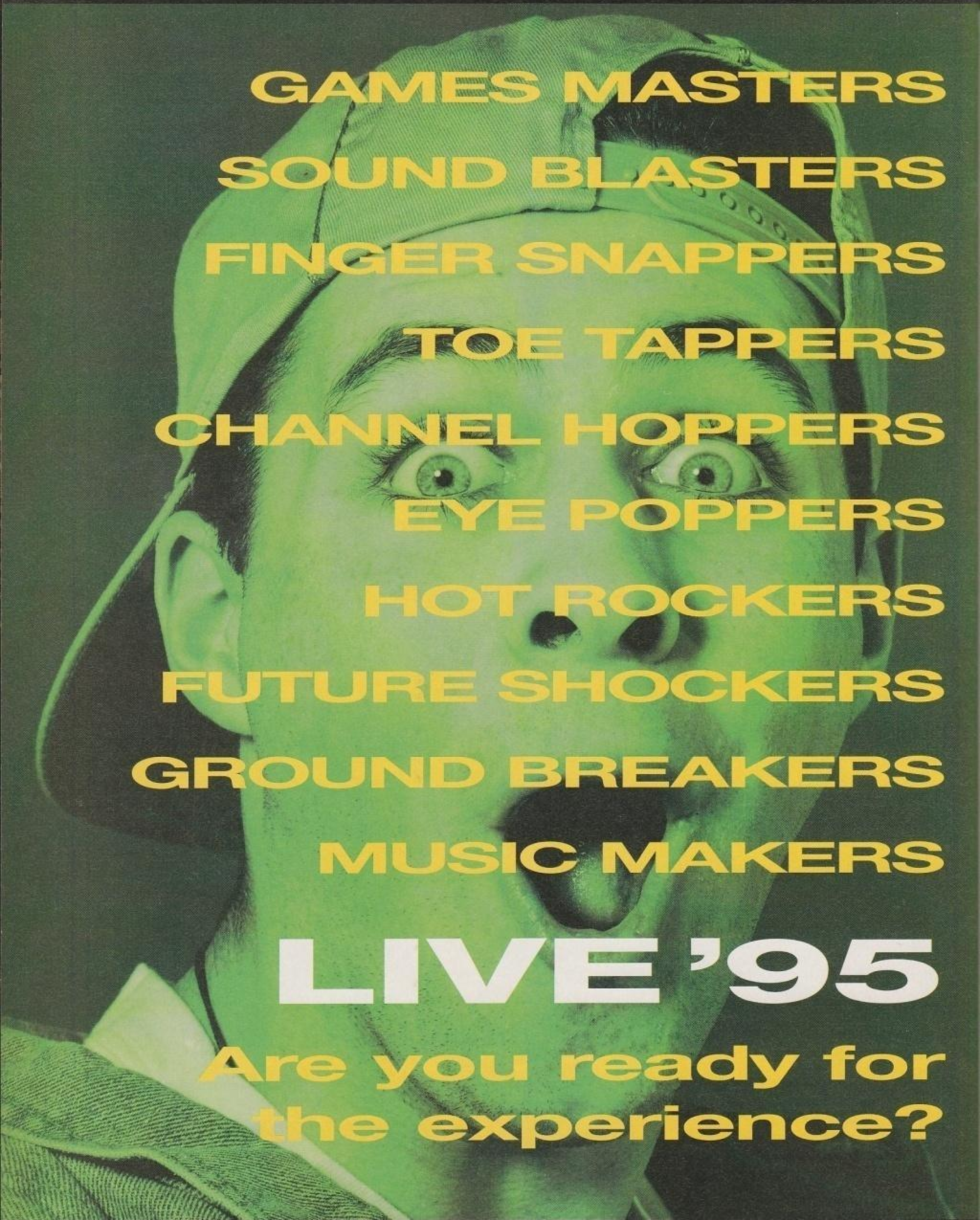
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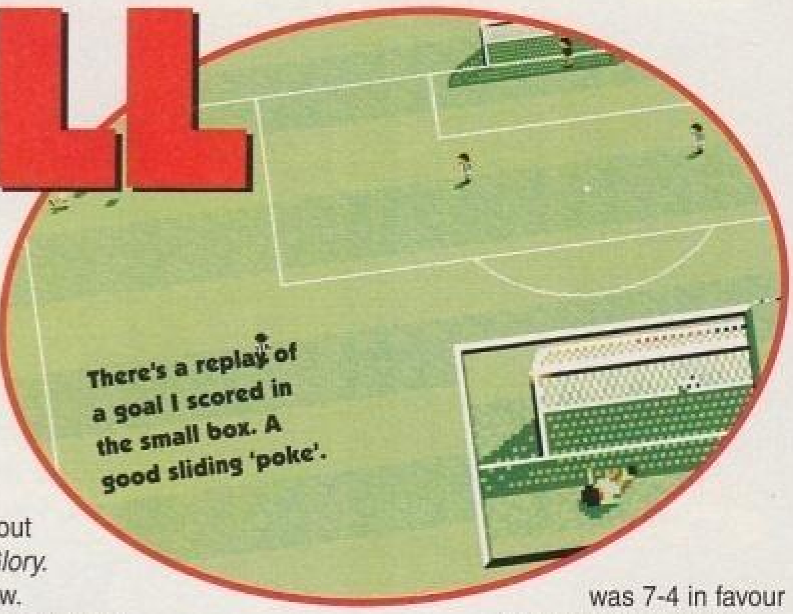
# BUDGETS

**In the build up to Christmas you can expect a lot of great old games at cheap prices. No evidence of that at all this month, but it will happen. It will. For we are never wrong.**

## FOOTBALL GLORY


There's a replay of a goal I scored in the small box. A good sliding 'poke'.

**Runs on:** All Amigas
**Publisher:** Hit Squad
**Price:** £13
**Release:** Out Now

Sometimes you really don't want to know. I mean, I've got to talk to all sorts of people to find out what's going in this months' budgets section, and then I've got to dig out the games, play them and write reviews. And then you find out that the only big release is *Football Glory.* Now you see why I didn't want to know.

ACTIVE KIT
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CANCEL
Not going to sell many of these replica kits are we?

Still because I've played the game before, I didn't have to sit down and play it all over again for hours on end like I normally do with budget games. I did play it again to refresh my memory and it looks like I was a little bit lenient the first time around (AP45 68%) – this is a seriously all-over-the-place game.

Although the main parts of the game are fine, it's just the actual on-the-pitch action that's at fault here. Trying to emulate and improve on *Sensi Soccer* by giving you the chance to use all manner of special moves and tactics, the game's fast pace, lack of accurate passing (with speed) and absurd aftertouch confuse and frustrate you in equal amounts. For instance, after not playing this game since I last reviewed it, I played as England against Sweden in a Euro Championship match. The score after the first half (lasting three 'real time' minutes) was 7-4 in favour of the Scandanavians. Ridiculous. And you should have seen some of the goals that were scored.

Yes, there are plenty of options and the game is nicely presented, and it's hard drive installable and it recognises a second drive, but all this is superfluous when after playing once match you really don't feel like playing at all. Ever.

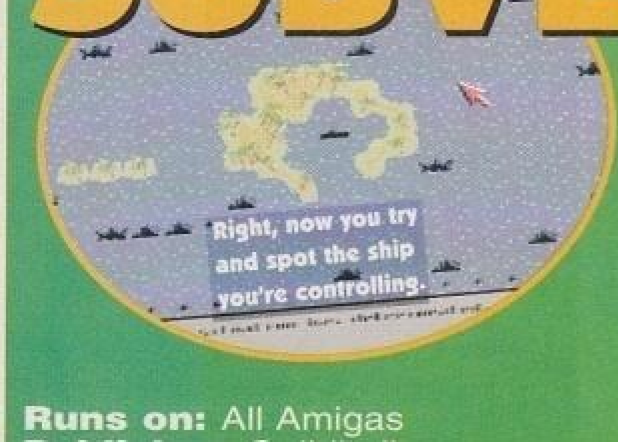
● *PAUL MELLERICK*

### THE BOTTOM LINE

I was taken aback by the pace and number of options in the game when I first reviewed it but time has not left a graceful mark on *Football Glory,* and neither will I.

**45** PERCENT

## SUBVERSION


Right, now you try and spot the ship you're controlling.

**Runs on:** All Amigas
**Publisher:** Guildhall
**Price:** £10
**Release:** Out Now

Now before you get excited (and I know you do), this game doesn't have anything to do with underground resistance or bringing down government regimes. A shame really because even a tedious government-sim would be more interesting that this 'grown-up' version of Battleships.

Imagine, if you will, being in control of a battle-submarine. You've got to take out all the enemy (and I don't mean for a nice meal) and make sure you survive. You've got to control your depth, your power, look after your torpedoes and missiles and maybe even deploy some frogmen to lay depth charges.

And all this is going on in a tense and fragile war zone. Phew. Exciting isn't it. Well, actually, no. It's not.

The main reason I'd rather suffer a conversation with Virginia Bottomley than have another go playing *Subversion,* is it's complete lack of excitement. The game takes place on one screen, with diddy little representations of you and the other ships and the occasional little yellow blob showing land. On the right hand side of the screen is the selection menu and from here you can operate all the functions of the submarine and complete your task.

It's all just laid out before you and then you get on with it. There's no atmosphere, no tension and most of all no gameplay. It's also very slow, it's not much to look at... the list is endless. It wouldn't even make a worthy PD game. And that's the nicest thing I can say about it.

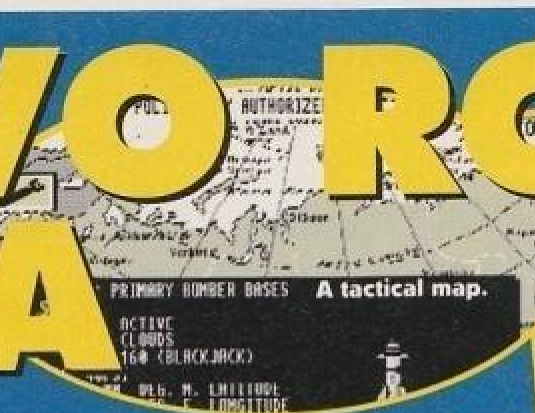
● *PAUL MELLERICK*

### THE BOTTOM LINE

Very archaic, boring and no fun. It's just a submarine version of Battleships with a menu down the right hand side. Dull. In the extreme.

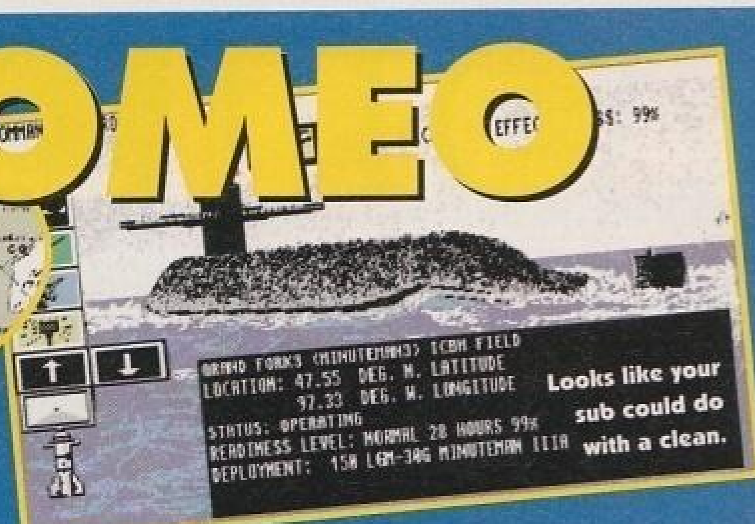
**18** PERCENT

# BRAVO ROMEO DELTA



```
PRIMARY BOMBER BASES
ACTIVE
CLOUDS
160 (BLACKJACK)
DEG. N. LATITUDE
E. LONGITUDE
```

A tactical map.

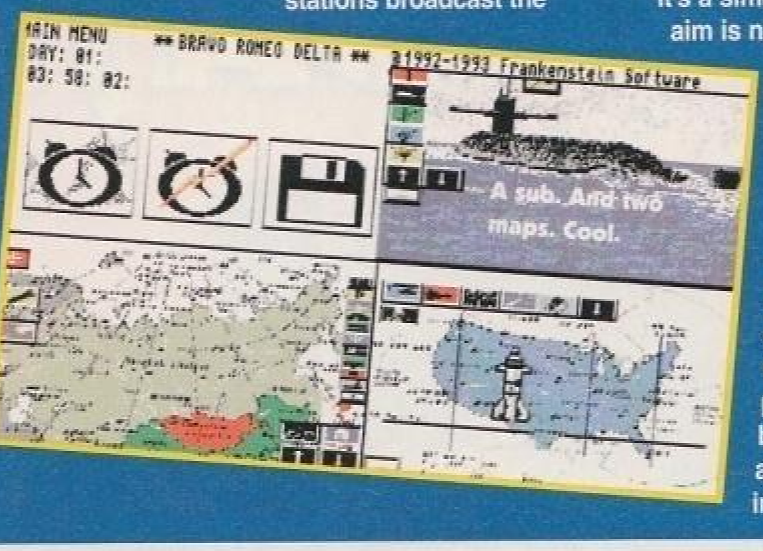


```
GRAND FORKS (MINUTEMAN3) ICBM FIELD
LOCATION: 47.55 DEG. N. LATITUDE
          97.33 DEG. W. LONGITUDE
STATUS: OPERATING
READINESS LEVEL: NORMAL 28 HOURS 99%
DEPLOYMENT: 150 LGM-30G MINUTEMAN IIIA
```

Looks like your sub could do with a clean.

**Runs on:** All Amigas
**Publisher:** Guildhall
**Price:** £10
**Release:** Out Now

The button has been pressed. Leaders are hurried into underground bunkers, where they orchestrate retaliatory strikes. All television and radio stations broadcast the three-minute warning, and everyone knows that they've just three precious minutes of life left. In the unlikely event of anyone deciding to pass their final minutes playing *Bravo Romeo Delta,* they'll probably give up with about one-and-a-half minutes to go before mutually assured destruction.



```
MAIN MENU      ** BRAVO ROMEO DELTA **  ©1992-1993 Frankenstein Software
DAY: 01:
03: 58: 02:
```

A sub. And two maps. Cool.

It's a simulation of a nuclear war where the aim is not just to obliterate your opponents, but also to ensure that democracy prevails when the carnage is over. This means that escalation control – the bonkers American notion of keeping a nuclear conflagration "limited" – is crucial. The game's got the potential to be tense and atmospheric, but a combination of badly-written instructions, shoddy presentation, and unexciting text-based interfaces leaves it limping and coughing up blood like some irradiated, microwaved survivor.

The inescapable problem is that the game does nothing to draw you into its world, and both the game and its manual fail to provide you with any indication about what is going on.

Fans of the apocalypse and ex-Strategic Air Command employees may fancy trawling through the tedium to feed their own twisted hobby, but for everyone else: *Syndicate* and *Flashback* are on budget. Buy them and spend your final three minutes mowing down bystanders, while cursing the faceless bureaucrats who got you into this mess.

● *TIM THE WEE WORK EXPERIENCE LACKEY*

## THE BOTTOM LINE

There are hundreds of classic mass-destruction games on budget. This plays like a dead kitten. Go figure.

**32** PERCENT

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# PD

**Paul Mellerick is feeling a little less stressed and a little more stressed than last month. It's all swings and roundabouts with him. But at least the PD section is still here. Lord knows how though.**

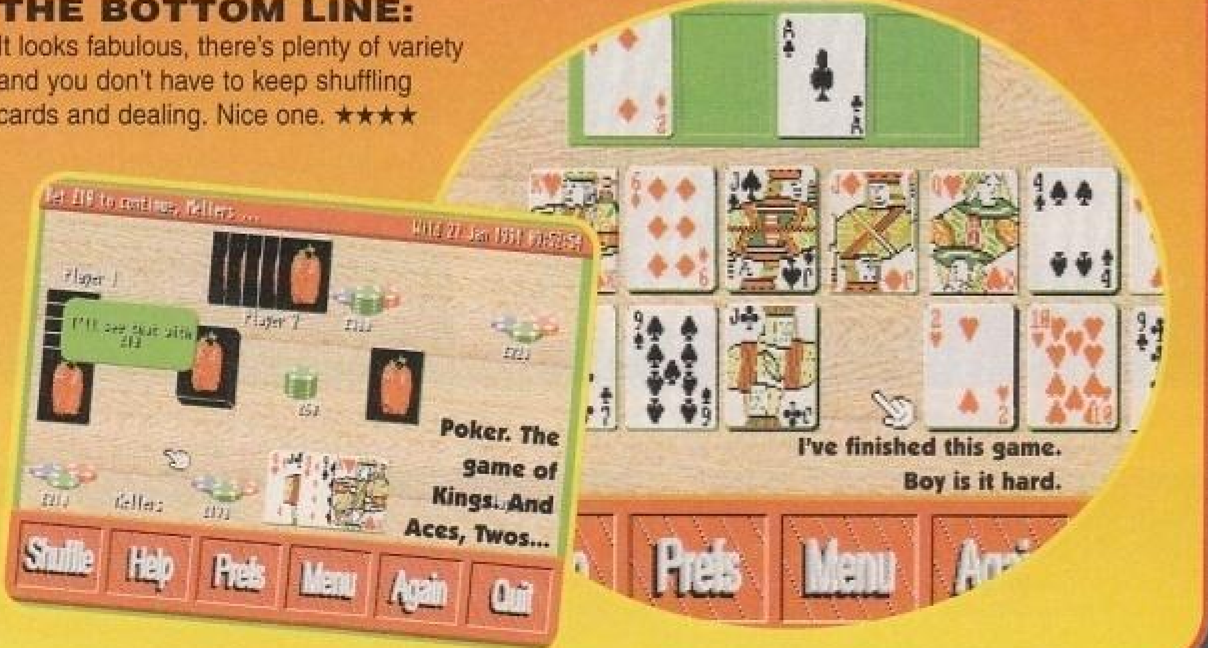
## EXCELLENT CARD GAMES 3 (AGA)

**On Line PD**

Odd then that there are, in fact, five excellent card games for you to play (it's my job to spot these things you know). There are a couple of normal games – *Poker* and *Napoleon* – that you can play against three (mercifully quick-thinking) computer opponents, and then there are the solitaire (or patience) games – *Colours, Scottish* and *Czarina*. All are smartly presented. The opponent-based games are great, but I was personally more involved in the patience games. These are fiendishly hard – playing all afternoon, I only managed to finish a hand of *Scottish* twice.

The two quid shareware version lets you play all the games, but you will get messages popping up telling you to buy the full one. This has all sorts of add-ons and other things on it. Either version's well worth your money.

**THE BOTTOM LINE:**
It looks fabulous, there's plenty of variety and you don't have to keep shuffling cards and dealing. Nice one. ★★★★



Poker. The game of Kings. And Aces, Twos...

I've finished this game. Boy is it hard.

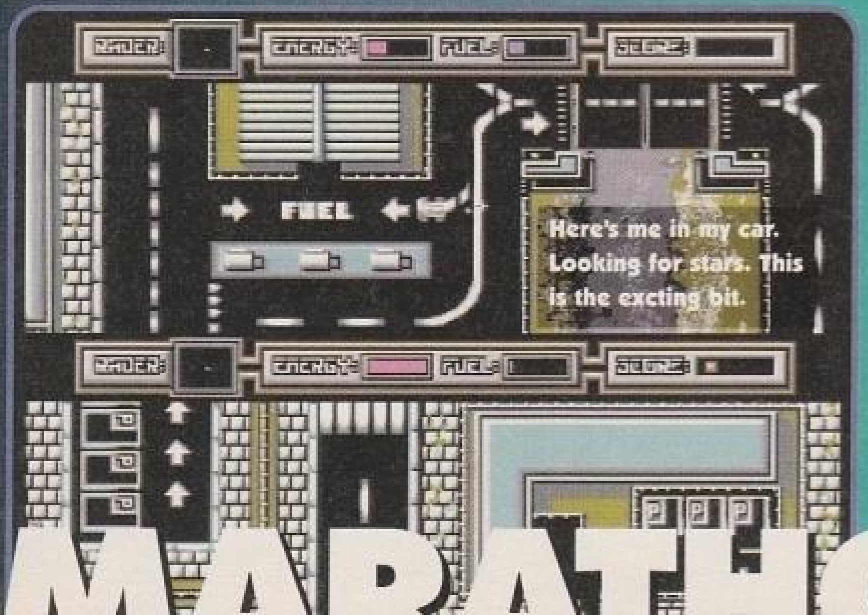
## MARATHON (AGA)

**On Line PD**

We like *Marathon*. Unfortunately, the *Marathon* we like is only available on the Mac. It's a *Doom* clone, but tramples its progenitor like a naughty hippo. *Marathon* on the Amiga isn't, sadly, *Marathon* – but on the Amiga; it's more like *Alien Breed*. Viewed from the moon. On the Amiga. The best things about it are:

1. It's a simultaneous two-player game. And that's cool by us.
2. It's got guns in it.
3. It's very easy to play. Just collect the four stars on the level and then find the exit.
4. It's got guns in it.

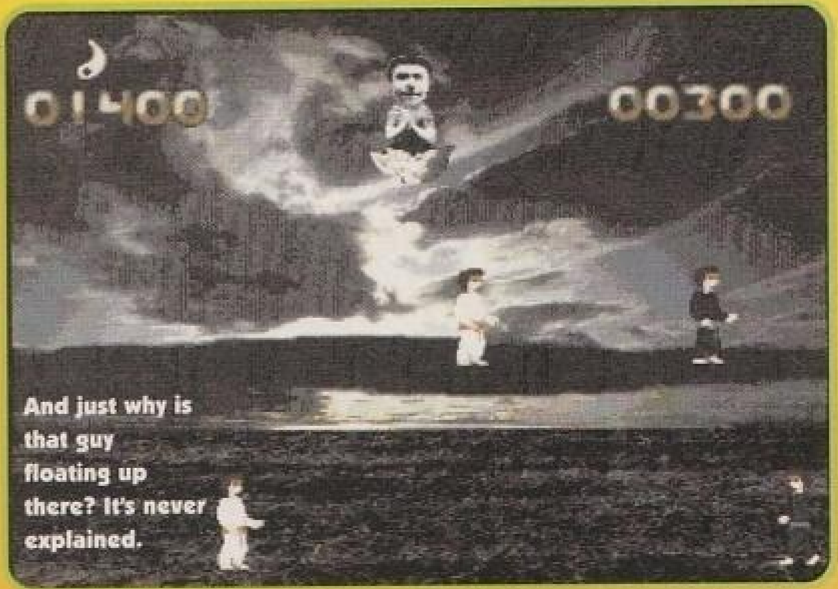
On the downside, the game's just a bit too slow for my liking and the maps just aren't big or complicated enough to make the game challenging. And I'm not sure why, but when I'd collected my four stars and found the exit, my way was blocked by an impassable gate. I looked around but couldn't find a way in. It was very puzzling. Then I lost one of my stars for some reason and was put somewhere completely different on the level. Frustration seized control of my motor neurons and I was forced to destroy the game.



Here's me in my car. Looking for stars. This is the excting bit.

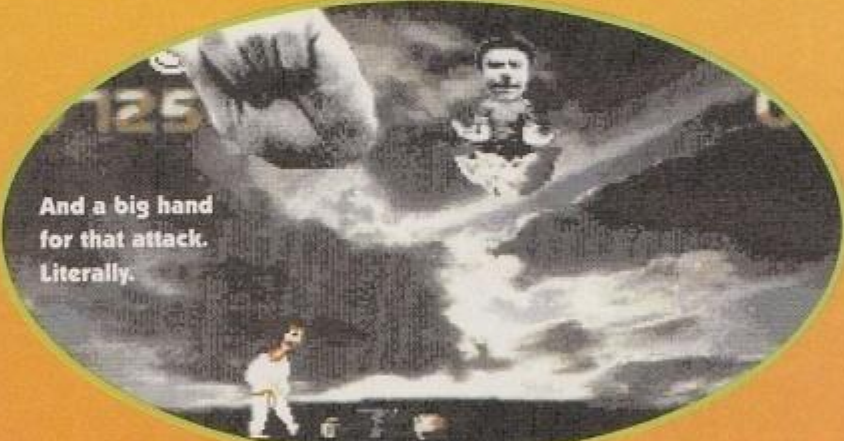
Plenty of two player action. Persuade a friend today.

**THE BOTTOM LINE:**
Two-player games always have a certain something in their favour, but this is outweighed here by the slow pace and stupidly small, simple levels. On top of that some seriously weird things happened while I was playing. ★½



And just why is that guy floating up there? It's never explained.

# MARTIAL MORPHERS



And a big hand for that attack. Literally.

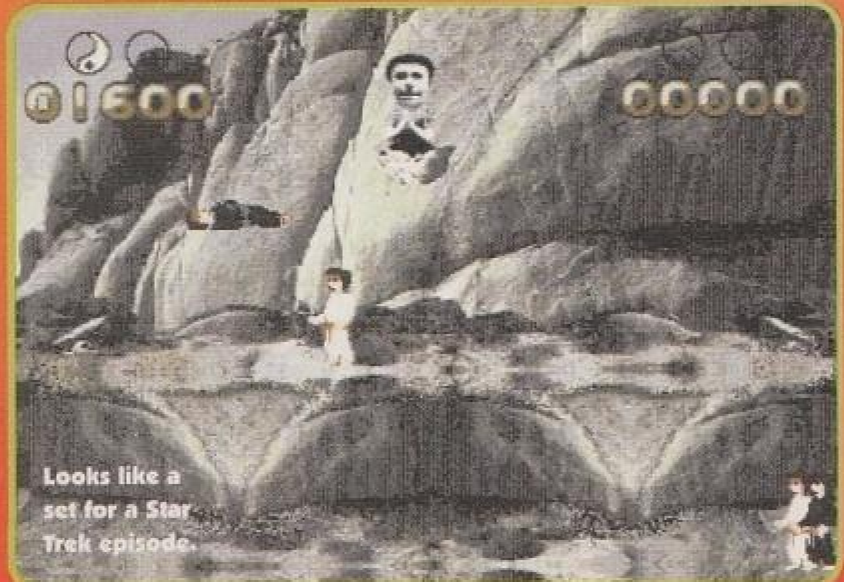
**F1 Licenceware**

Apparently this is a revolutionary new combat system where you control TWO characters at THE SAME TIME on TWO playfields. WOW! EXCITING or WHAT? It may well be, if only it worked well. Unfortunately, the one character you get to 'be' is a bit crap. He's really slow, has no weight or feel to his moves, and I could find only about two punches and kicks for him to do. The computer opponent isn't much better and seems to want to get beaten up.

It's an interesting idea to control two fighters at once, but it hasn't been done at all well. A novel idea trying to disguise a bad game.

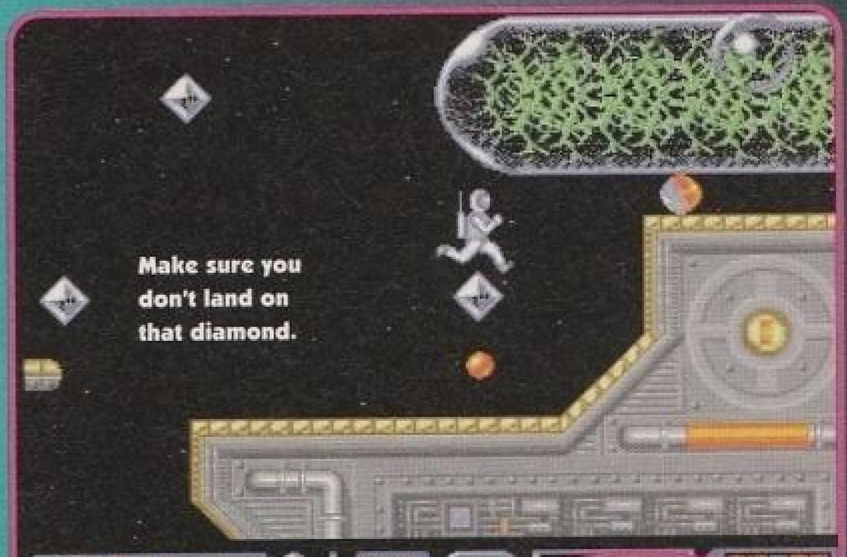
### THE BOTTOM LINE:

WOW! You can control TWO characters AT THE SAME TIME. DOUBLE the FUN? Well, no, actually. It's a tedious, flat and boring beat-'em-up. ½



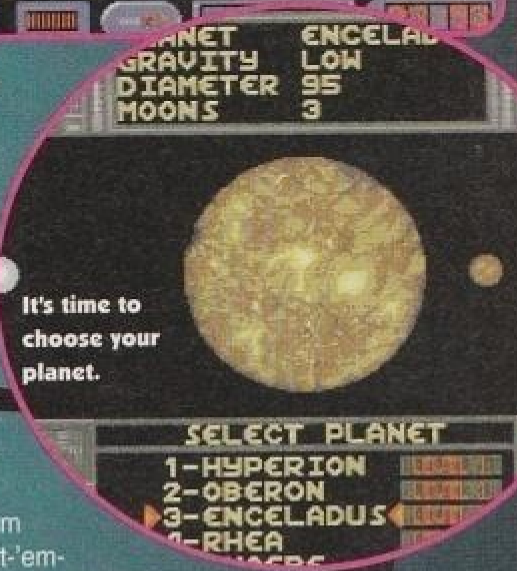
Looks like a set for a Star Trek episode.

# AURIGA



Make sure you don't land on that diamond.

**F1 Licenceware**



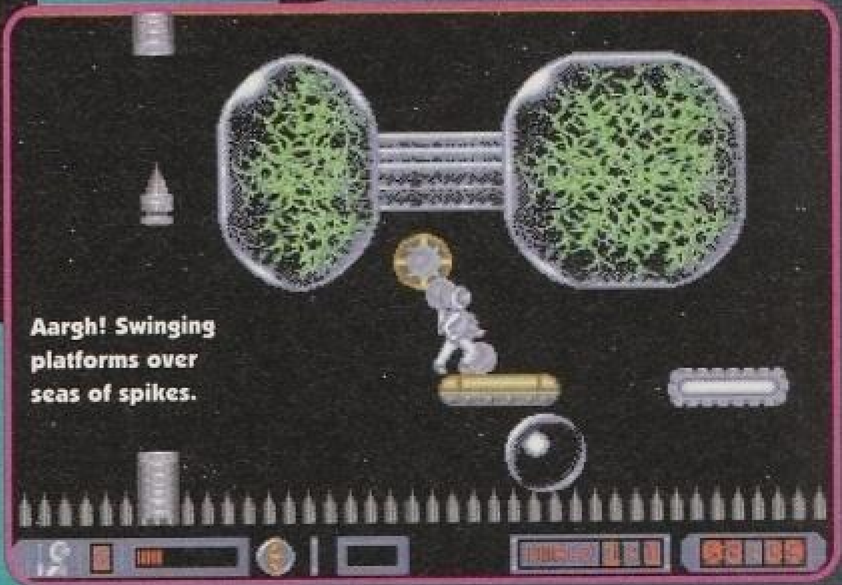
It's time to choose your planet.

A simple left-to-right blast where you have to deal with the scenery – watch out for those tricky moving platforms and fatal pits of spikes – and attacks from all sorts of (sigh) futuristic/alien sci-fi things. It is, in fact, *Strider,* complete with all the (hnngh) 'quirks' these types of games have. I'm not a big fan of platform shoot-'em-ups. Unless they're done well (an example escapes me at the moment) they seem a wuss-out compromise.

Worse still, *Auriga's* control system is bugged. It's all very hit and miss whether you get the character to do what you want when you tell it to. Games like this were tired and old over three years ago.

### THE BOTTOM LINE:

Predictable, old, unexciting, no fun. ★½



Aargh! Swinging platforms over seas of spikes.

## WHERE? HOW MUCH?

Two familiar names and phone numbers for you this month. You should be able to remember them by now, or at least have written them down in your little black book. Possibly. Get hold of On Line PD on (01704) 834335 or F1 Licenceware on (01392) 493580.

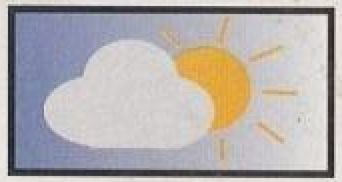
# POINTS OF VIEW

## A wise man is never less alone than when he is alone. Hmm, wise words there...

ODYSSEY

FEARS

HOLLYWOOD HUSTLER



WEATHER (AGAIN)

CUP OF TEA ANYONE?

| | ODYSSEY | FEARS | HOLLYWOOD HUSTLER | WEATHER (AGAIN) | AP32 | ER... | CUP OF TEA ANYONE? |
|---|---|---|---|---|---|---|---|
| **CAM WINSTANLEY** | One good game in two months. Sigh ★★★★ | Inexplicably not great. Sigh ★★★ | Interactive game. Sigh ★ | Colder. Phew ★★★ | Nine games. 132 pages. Wow ★★★★★ | Um... | Strong, no sugar |
| **MARTIN AXFORD** | But can't he turn into a magpie? ★★★ | I'm with Roosevelt ★★ | Anyone for 'Snap'? ★ | My Mum and Douglas will be pleased ★★★★ | I want to keep this job ★★★★★ | Cough... | Can I have a coffee? |
| **JONATHAN NASH** | Eggs-isle ★★★★ | Oops ★★ | What a terrible hand. I bet £62,000 ★★ | Picking up ★★ | Exclusive!! ★★★ | Sniff... | Not for me, thanks |
| **PAUL MELLERICK** | Slightly morphing power adventure ★★★★ | Phobophobia ★★ | Busted ★★ | Nah ★★ | Before my time ★★★ | Hum... | Always |
| **RECKLESS ERIC** | When I was a young boy | My mother said to me | "There's only one girl..." | "...in the world for you..." | "...and she probably lives in Tahiti." | KABOOM! | That's that, then |

ON SALE 19TH OCTOBER

# NEXT MONTH

## IF YOU THINK YOU'RE HARD ENOUGH...

Don't miss next month's issue. We'll be kicking in the faces of games which aren't very good, punching the living daylights out of games which are downright offensive and we'll kiss and make up with games which surpass first impressions. But enough 'big talk', just buy it.

EDGE
SPECIAL EDITION

The **Edge** 1996 Hardware **Guide**

**Discover the future**

The **new** wave of games technology is taking interactive **entertainment** into the **future**. Before you buy a new machine read the **essential** guide to every major system, the first in a series of **Edge** Specials

On sale **14 September** at selected newsagents

**We can maintain the pretence no longer; the time has come for AMIGA POWER to throw up its hands and finally admit, "Yes, computer games are bad for you. The Daily Mail was right all along."**

# COMPUTER GAMES WORSE THAN CRACK – IT'S OFFICIAL

The song Gun Love by Texan three-piece ZZ Top rounds off its third verse with the couplet, "She's kinda shy, but make no mistake/ She'll shoot you full of love till your love bone aches." Honestly.

But anyway. Ever since it hacked its way, Zeus-like, from the dark belly of Future Publishing, AMIGA POWER has raged against the orthodoxy that computer games cause mental illness, social disintegration and eye-strain. However, with the shelves in every newsagent now splintering under the weight of more computer magazines than all the people released under Care in the Community could stand shaking sticks at, things are due for a change. 'Edutainment', 'Learn while You Play', 'Apache Longbow Teaches Typing', 'Blood 'n' Grammar'; the new wisdom is that computer games are not harmful, they're good and friendly and mind-enhancing and worthy.

## VOLTE-FACE

Well, the day that AMIGA POWER agrees with whatever dilute and lazy mish-mash happens to be 'current opinion' will be dark indeed. Like a Tuesday late in November, say. The time, then, has arrived for AP to rant self-righteously against the evil that is the computer game. In this quest it wears its normal armour of contrariness, carries its usual shield of wit, wields the standard vitriolic sword of bile, but is also prepared to extend a metaphor until it squeals by adding SECRET FACTS. Which are probably its horse, or something.

A GENERATION of evil and corrupted Britons has been spawned as the result of computer games, we can exclusively reveal.

Sinister-though-popular computer magazine AMIGA POWER has kept silent about the terrible cost in human misery of games, it was claimed yesterday. By using the brutal and ruthless legal arm of Future Publishing, it kept the results of research studies from the world, bribing public officials into concealing awkward facts.

Our files bulge with frightening, heart-rending, or frankly unpleasant tales of computer-wrought mayhem.

RM in the West Midlands feels betrayed. Currently seeing a counsellor as a direct result of playing his demonic games, he said: "I was playing Darkseed and can remember getting angrier and angrier at the game design, and angrier. Next thing I know, the mist clears and it's night, and I'm standing in the programmer's living-room talking on the phone to a police negotiator. AMIGA POWER ruined my life."

The hideous effects of computer games are illustrated in our exclusive shots below.

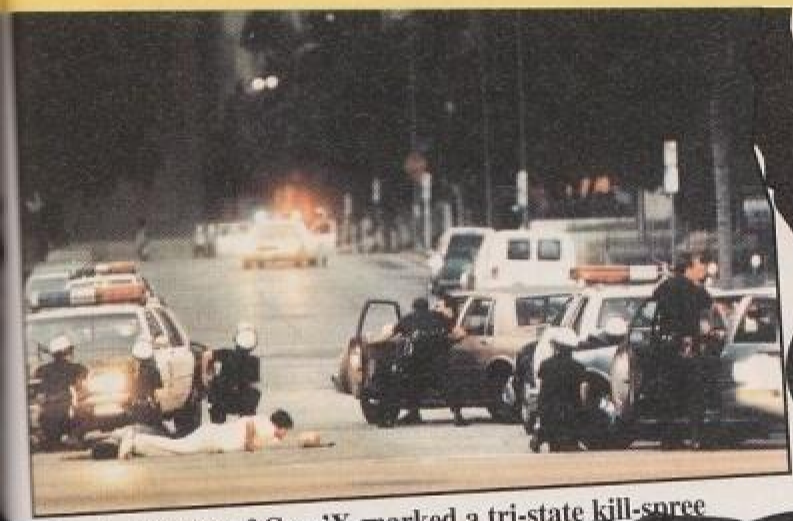
Before a game: Normal

After a game: A menace

**Prolonged exposure to games such as Theme Park and The Lion King dramatically increase brain activity in the aggression centres.**

THERE has been speculation for many years now about the validity of studies claiming that children's aggression levels increase after playing so-called beat-'em-up games, on so-called home computers. We can now reveal, to many shocked parents across the country, that there is so much that they SIMPLY DO NOT KNOW. Our undercover reporter infiltrated the bunker of one of the UK's most arrogant computer games magazines, AMIGA POWER [illegible] documents [illegible] been seen since, but these facts remain as testament to his bravery:

- Shadow Fighter may well raise the amount of adrenalin in the blood, but were you aware that 87% of those arrested after the recent riots in Leeds were found to have been playing High Seas Trader immediately prior to fighting pitched battles with police and burning down most of the Hyde Park area of the city? No, thought not.
- AP apparently allowed the controversy about the safety of monitors in relation to pregnant women to see the light of day in the hope that this would end the matter. There was, however, a court order-splattered, AP-funded news blackout, when it was claimed that VDUs could actually make you pregnant. A seventeen year old girl from Liverpool stated that months of repeatedly playing Tactical Manager Scotland had left her 'with child'. AMIGA POWER sent a team to negotiate with the family and, after a tense 48 hours, her silence was bought for a still undisclosed five-figure sum. The world turned and the games remained on the shelves.



nty minutes of GemiX [illegible]rked a tri-state kill-spree

The profits milked from the unsuspecting public can only be imagined when one realises that the average game costs less than 1p to produce. These indecent amounts are augmented by the greatest marketing ploy of the twentieth century: The Different Formats Ruse. A savagely enforced code of silence has seen to it that, even now, hardly anyone realises that Amiga, PC, Atari and even Acorn games are actually identical except for different stickers on the boxes.

Consider the above, bear in mind the fact that virtually all programmers are collecting their wages while signing on the dole, and you'll be nearer to knowing why the Government can't find any money for the National Health Service.

*A few games allegedly contain ultra-high frequency sampled loops repeating the line "Savage your owners as they slumber. Kill! Kill! Kill! KILL!"*

IN THE COMPUTER games industry, AMIGA POWER magazine has long been associated with back-scratching. Many computer game company employees are former Future Publishing writers; who all went to the same school, drink in the same pubs, and use the same florist.

## Subliminal

It's unusual then, that AMIGA POWER has never revealed to it's readers the fact that many games contain subliminal messages such as "My, but you're attractive when you play platformers", "Buy more games and people will like you more" or "If you wait for the budget release, that person you fancy will go out with your best mate." The cycle of addiction induced has left many in homeless penury, while others have turned to crime to feed their habit – if you only knew how much of the proceeds from raids on sub post offices was spent on football management data disks you'd blanche.

## Researchers

But, of course, you don't know; because an ongoing operation involving clandestine meetings with Government researchers and handfuls of used notes has led to a series of 'mysterious delays' in the collating of official statistics.

*Right: Subliminal messages in computer games are leaving many with their fingers burnt.*

Minutes after playing Rodland, these two 16 year olds were recorded on CCTV wearing watermelons as headgear and attacking their GCSE maths teacher.

## LEOPARD IN SPOTS-CHANGE SHOCK

Here then, uncoloured by vested interests, wishful thinking or outright fabrication is the reality of the situation. Computer games are the worst thing to happen to civilisation since the creation of France. In the Post Cold War, Post Modern, Post Office Privatisation world of today the nuclear threat has diminished, slightly. Yet, if computer games continue to be produced, who can say if the Western world will survive the next five years? Experts have already shown that many people who have played computer games have died, and everyone who has will, at some point in the future.

In a generation's time the small clique of programmers, possessing virtually all the Earth's wealth, will no doubt retreat to underground bunkers where they will mutate and develop a taste for human flesh. It'll all be chilling close to the 1960 version of The Time Machine, starring Rod Taylor, shown regularly at 6.00pm on BBC 2.

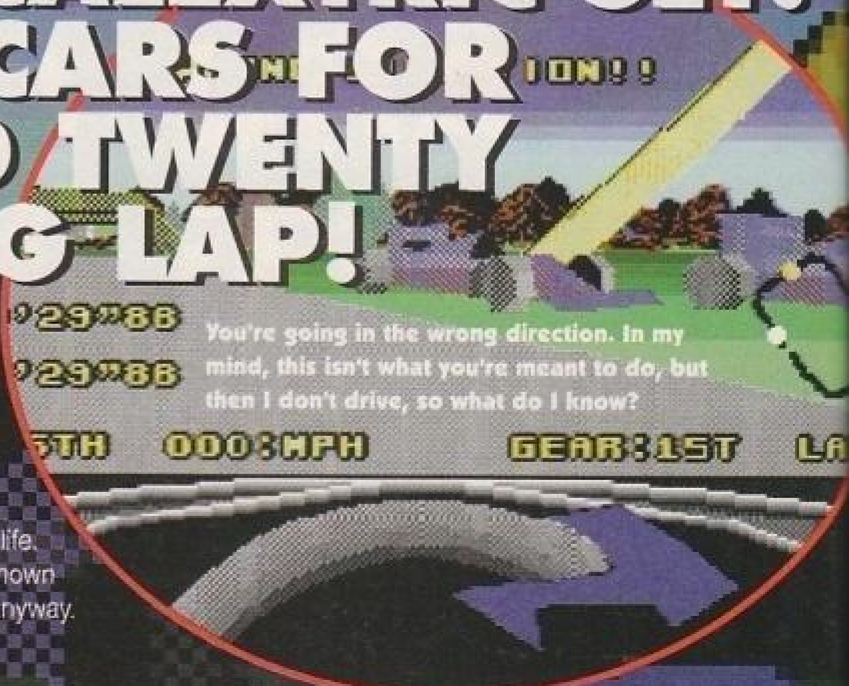
Except in the programmer-ruled hell our short, bovine existence will probably be used as the basis for a game. We'll sit playing Cannibal Fodder all day like lotus eaters, deaf to all thoughts of resistance. AND SO THE CYCLE WILL CONTINUE.

**IMPORTANT**

AMIGA POWER reserves the right to change its position regularly and on a whim. The opinions expressed above are not necessarily those that will be held later this afternoon.

# IMPROVE A MOTOR SPORT

## AND WIN A BIG SCALEXTRIC SET! AND FIVE MODEL CARS FOR RUNNERS-UP! AND TWENTY COPIES OF LEADING LAP!



You're going in the wrong direction. In my mind, this isn't what you're meant to do, but then I don't drive, so what do I know?

One thing that strikes those of AMIGA POWER who watch Formula One racing is that it is stunningly boring. "The trouble is," says Cam (those of AMIGA POWER who etc etc), "is that Schumacher is the best driver in the best car – his car outperforms the next best by 1206hp. Now that they've introduced kinks in the straights to prevent high speed crashes, after about five circuits a race degenerates into a 70-lap procession. And this is stunningly boring."

Kellion appear to agree, for their new racing game *Leading Lap* concentrates instead on oncoming traffic, bottlenecks, 'cannoning' opponents into each other and being mean, sneaky and underhanded. Of this we approve, as long as such reprehensible tactics remain in the game and do not encroach into real life. Not for nothing is AMIGA POWER known as the Magazine of Gentlefolk. But anyway.

### HOW TO DO IT

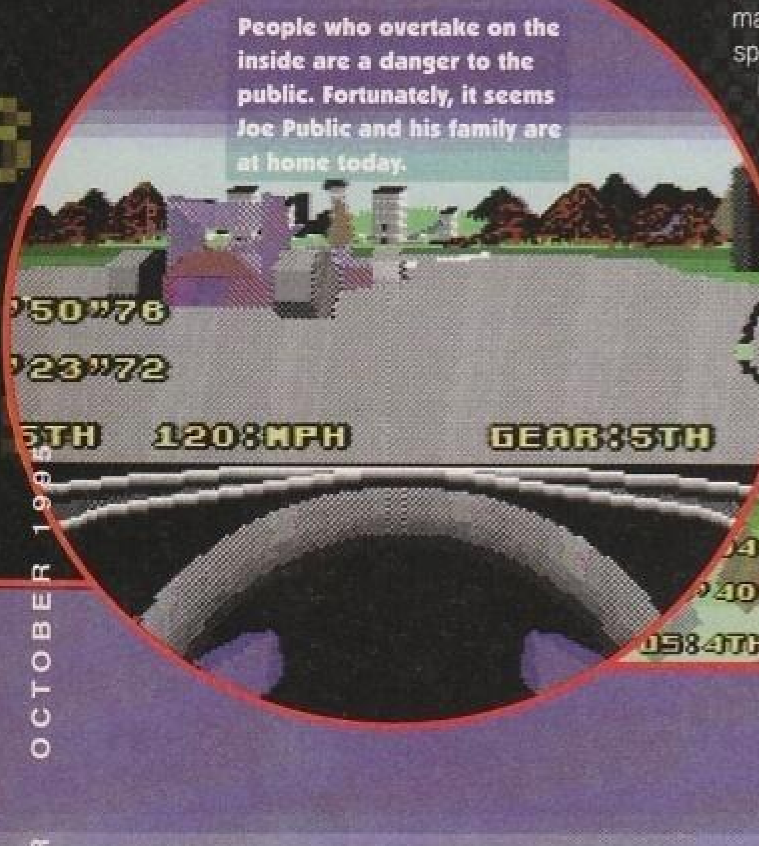
To publicise the IMMINENT RELEASE of *Leading Lap*, Kellion have given us a really big Scalextric set, five shiny model cars and lots of copies of the game itself. We will pass these on to you, our readers, provided you can do this thing: suggest ways to make Formula One racing an exciting, televisual sport. For example, you could propose steeply banking all the corners then bringing in members of the public – say, those with clear speaking voices who come from nice parts of the country – and having them stand on a large podium in the centre of the track, remotely controlling a driver by means of a speed trigger set into a uniquely-coloured plastic grip. Truly you would then have Scalextric – but on a racetrack, and it would be good, except nobody in the world but us knows how to spell Scalextric correctly. Or you could have a Le Mans-style start where everybody runs to their car, except you relax the rules about having to keep to your own car, and make sure there's one car short.

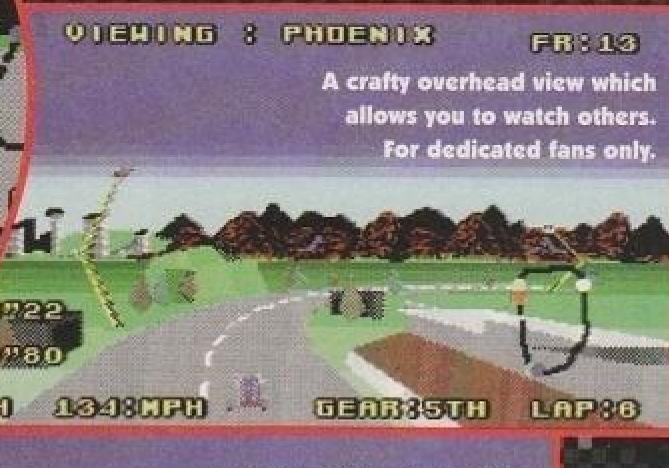
You get the idea.

How you frame your suggestions is entirely up to you; whether it's a few sentences on a postcard or a lavishly-illustrated booklet, we'll be swayed only by the quality of the ideas. However, anyone suggesting things they've obviously stolen from the *Leading Lap* preview, will have their addresses passed to the Readers' Digest along with a sheet of paper saying, "Yes! I want to subscribe. And receive all your junk mail. And please pass on my name to your affiliated companies." YOU HAVE BEEN WARNED.

Send your suggestions, preferably on the back of a postcard, to Hi, Ho, Everywhere We Go, On Chitty-Chitty We Depend, Bang Bang, Chitty-Chitty Bang Bang – Our Fine Four-Fendered Friend, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW to arrive before October 31st. And anyone not using the full address will be instantly disqualified, the spoilsports.

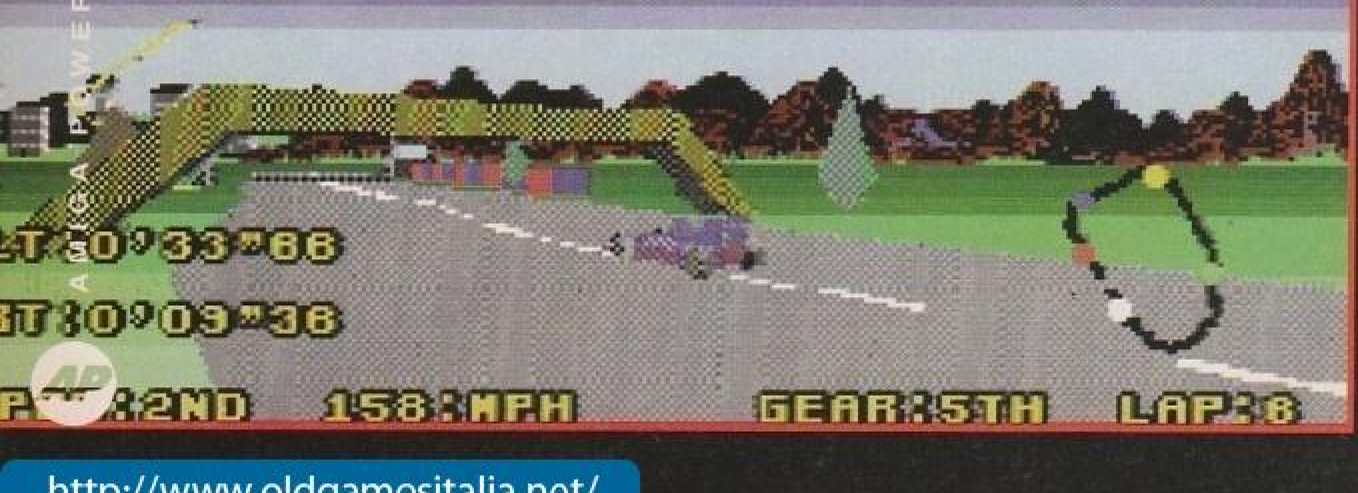
People who overtake on the inside are a danger to the public. Fortunately, it seems Joe Public and his family are at home today.





A crafty overhead view which allows you to watch others. For dedicated fans only.

A fly-by camera view which allows you to view the race as you fly by. Clever, eh?



### SOME RULES

1. Future and Kellion staff cannot enter. Nor can Roland Ratzenburger, Cliff in Cheers.
2. Incorrectly-addressed entries or those arriving after October 31st will be destroyed at an atomic level.
3. The editor's decision is final, except on Die Hard 2.

# http://www.futurenet.co.uk/games/amigapower.html

### AMPOWER@FUTURENET – A POTTED TOUR

Hey, we wanted to be apower@futurenet, but ASININITY PREVAILED.

**AMIGA POWER**
http://www.futurenet.co.uk/games/amigapower.html
OUR 'PRESENCE', which we're still trying to change. We have been assured that highly-motivated crack teams of starving students will have, by now, typed in almost all the things we wanted on it, PROBABLY EVEN changing the headline from "Issue 44! Available now!!!"

**OTHER FUTURE PUBLISHING MAGAZINES**
http://www.futurenet.co.uk
Everyone at Future has a DataClaim in the InformationSuperLandRush, so if you like consoles, needlecraft, guitars, football, peculiarly-shaped dice, synths or bicycles, you'll probably be too excited to breathe.

**NEWS FEED**
http://www.futurenet.co.uk
A VirtualJohnCraven in your VirtualFrontRoom.

FutureNet

## HEY HOUSEWIVES!

Can't find that particular DigitalLinenSheet in the InformationSuperAiringCupboard? Want to take the drudgery out of GoingDown the VirtualShops? Too darn busy to bother with the whole darn thing? Then you need THE NET DIRECTORY, published at £5 by the evil mega-global grasping overlords of this very magazine. Some of THE NET DIRECTORY's really funny – some's quite interesting – some's utterly abysmal. Just like the real thing! And it softens your hands for *that youthful look.*

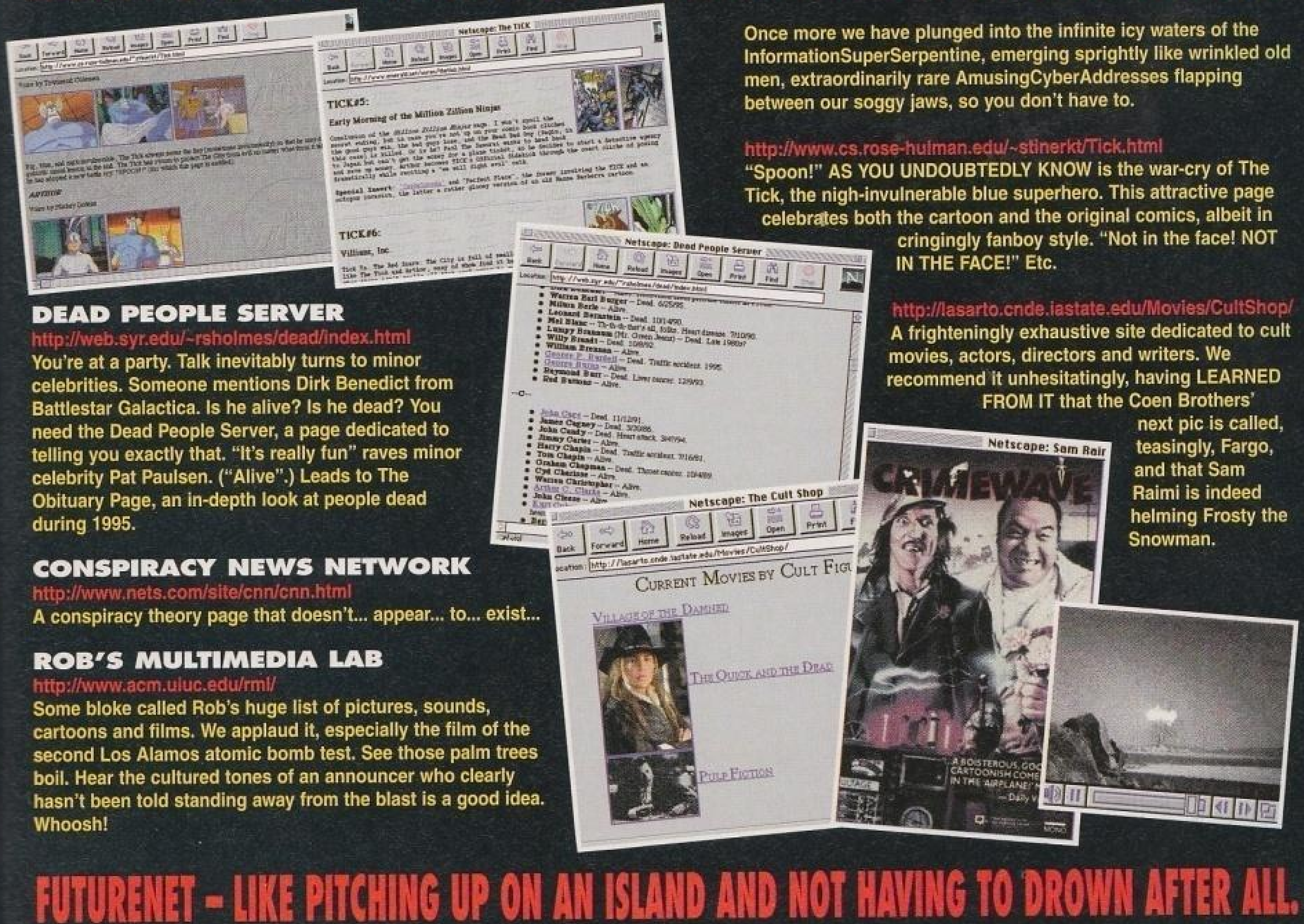
NEW!
The .net Directory
The definitive guide to the on-line world
Over 1,000 Net sites featured and rated
Sports
Games
Music

## AMIGA POWER'S PICK OF THE MONTH

Once more we have plunged into the infinite icy waters of the InformationSuperSerpentine, emerging sprightly like wrinkled old men, extraordinarily rare AmusingCyberAddresses flapping between our soggy jaws, so you don't have to.

http://www.cs.rose-hulman.edu/~stinerkt/Tick.html
"Spoon!" AS YOU UNDOUBTEDLY KNOW is the war-cry of The Tick, the nigh-invulnerable blue superhero. This attractive page celebrates both the cartoon and the original comics, albeit in cringingly fanboy style. "Not in the face! NOT IN THE FACE!" Etc.

http://lasarto.cnde.iastate.edu/Movies/CultShop/
A frighteningly exhaustive site dedicated to cult movies, actors, directors and writers. We recommend it unhesitatingly, having LEARNED FROM IT that the Coen Brothers' next pic is called, teasingly, Fargo, and that Sam Raimi is indeed helming Frosty the Snowman.


Netscape: The TICK
Back
Home
Reload
Images
Open
Print
Find

TICK#5:

Early Morning of the Million Zillion Ninjas

TICK#6:

Villians, Inc

Netscape: Dead People Server
Back
Forward
Home
Reload
Images
Open
Print
Find
Location:

- Warren Earl Burger – Dead. 6/25/95.
- Milton Berle – Alive.
- Leonard Bernstein – Dead. 10/14/90.
- Mel Blanc – Th-th-th-that's all, folks. Heart disease. 7/10/89.
- Lumpy Brannum (Mr. Green Jeans) – Dead. Late 1980s?
- Willy Brandt – Dead. 10/8/92.
- William Brennan – Alive.
- George P. Burdell – Dead. Traffic accident. 1995.
- George Burns – Alive.
- Raymond Burr – Dead. Liver cancer. 12/9/93.
- Red Buttons – Alive.

–o–

- John Cage – Dead. 11/12/91.
- James Cagney – Dead. 3/30/86.
- John Candy – Dead. Heart attack. 3/4/94.
- Jimmy Carter – Alive.
- Harry Chapin – Dead. Traffic accident. 7/16/81.
- Tom Chapin – Alive.
- Graham Chapman – Dead. Throat cancer. 10/4/89.
- Cyd Charisse – Alive.
- Warren Christopher – Alive.
- Arthur C. Clarke – Alive.
- John Cleese – Alive.

Netscape: The Cult Shop
Back
Forward
Home
Reload
Images
Open
Print
Location: http://lasarto.cnde.iastate.edu/Movies/CultShop/

Current Movies by Cult Figu

Village of the Damned

The Quick and the Dead

Pulp Fiction

Netscape: Sam Rai
CRIMEWAVE
A BOISTEROUS, GO
CARTOONISH COME
IN THE 'AIRPLANE!'
— Daily

**DEAD PEOPLE SERVER**
http://web.syr.edu/~rsholmes/dead/index.html
You're at a party. Talk inevitably turns to minor celebrities. Someone mentions Dirk Benedict from Battlestar Galactica. Is he alive? Is he dead? You need the Dead People Server, a page dedicated to telling you exactly that. "It's really fun" raves minor celebrity Pat Paulsen. ("Alive".) Leads to The Obituary Page, an in-depth look at people dead during 1995.

**CONSPIRACY NEWS NETWORK**
http://www.nets.com/site/cnn/cnn.html
A conspiracy theory page that doesn't... appear... to... exist...

**ROB'S MULTIMEDIA LAB**
http://www.acm.uiuc.edu/rml/
Some bloke called Rob's huge list of pictures, sounds, cartoons and films. We applaud it, especially the film of the second Los Alamos atomic bomb test. See those palm trees boil. Hear the cultured tones of an announcer who clearly hasn't been told standing away from the blast is a good idea. Whoosh!

**FUTURENET – LIKE PITCHING UP ON AN ISLAND AND NOT HAVING TO DROWN AFTER ALL.**

LIFE
City
TOWER
Gerbil
Fairground
Ants
DOG

**Such words as these don't come easy. They require the pain of creativity. And a large breakfast.**

Sailing Ship
Trader
FOOTBALL

**simulation** noun. feigning: mimicry: the making of working replicas or representations of machines or the re-creation of a situation, environment, etc for demonstration or for analysis of problems.

# SIMUL STIM

## To a world starved of new ideas, Reader Millington offers a gift. The gift of life...

What is it that people want? Well, some want a big car, others want to meet Patrick Moore, and the occasional person in the West Midlands wants nothing more than access to an attack helicopter and a map showing the location of every single Little Chef in the country. A high proportion, however, appear to want to experience the vicarious thrills of municipal government or import/export dealings in days gone by.

The simulation is a genre that's paid for many a software publisher's billiard room. The odd hiccup ("Microprose? A pizza please, and hold the, erm, everything.") will not stop this particular juggernaut – if, as seems rather unlikely, a hiccup has ever stopped any juggernaut – from speeding on down Success Highway with a fried breakfast in its driver's stomach and a folded Daily Sport on the dashboard.

The problem is – what else is there to sim? Cities, ants, parks, shipping, (occasionally) football management, sci-fi trading, the entire planet – pretty much EVERYTHING has been simmed. What's to be done? Will little Joshua have to leave school in shame because his publisher father can no longer afford the fees? Certainly not, because here, free of any copyright obligations, AMIGA 'The Softies' Friend' POWER offers new sim ideas, ripe for the programming. We give until it hurts.

## SIM FUNERAL DIRECTOR

So much to arrange, and one slip can mean expensive law suits from aggrieved relatives. Everyone knows it's a racket, but just how far can you push your profits before the people of the town march on your house in the middle of the night shouting angrily and carrying burning torches? Real mahogany, or veneer on hardboard? The Rev Dickinson is good, but expensive, while Rev Jolly will do it for a bottle of Grant's, but could well try his luck with the widow. Decisions, decisions.

Advertising, clothes, cars and wages all nibble at your rapidly accumulating wealth. In the boom winter months they're dropping faster than you can bury 'em, so if you really want to rake it in, you'll have to redefine the phrase 'indecent haste.' However, in the leaner periods, you could sabotage the competition by hijacking the corpse, or maybe increase demand. Perhaps it's time you paid another late night werewolf mask visit to the old folks' home...

Just like in real life, it's a guaranteed winner. **Sim Funeral Director – it's not about rich, it's about how rich!**

## SIM HOUSE

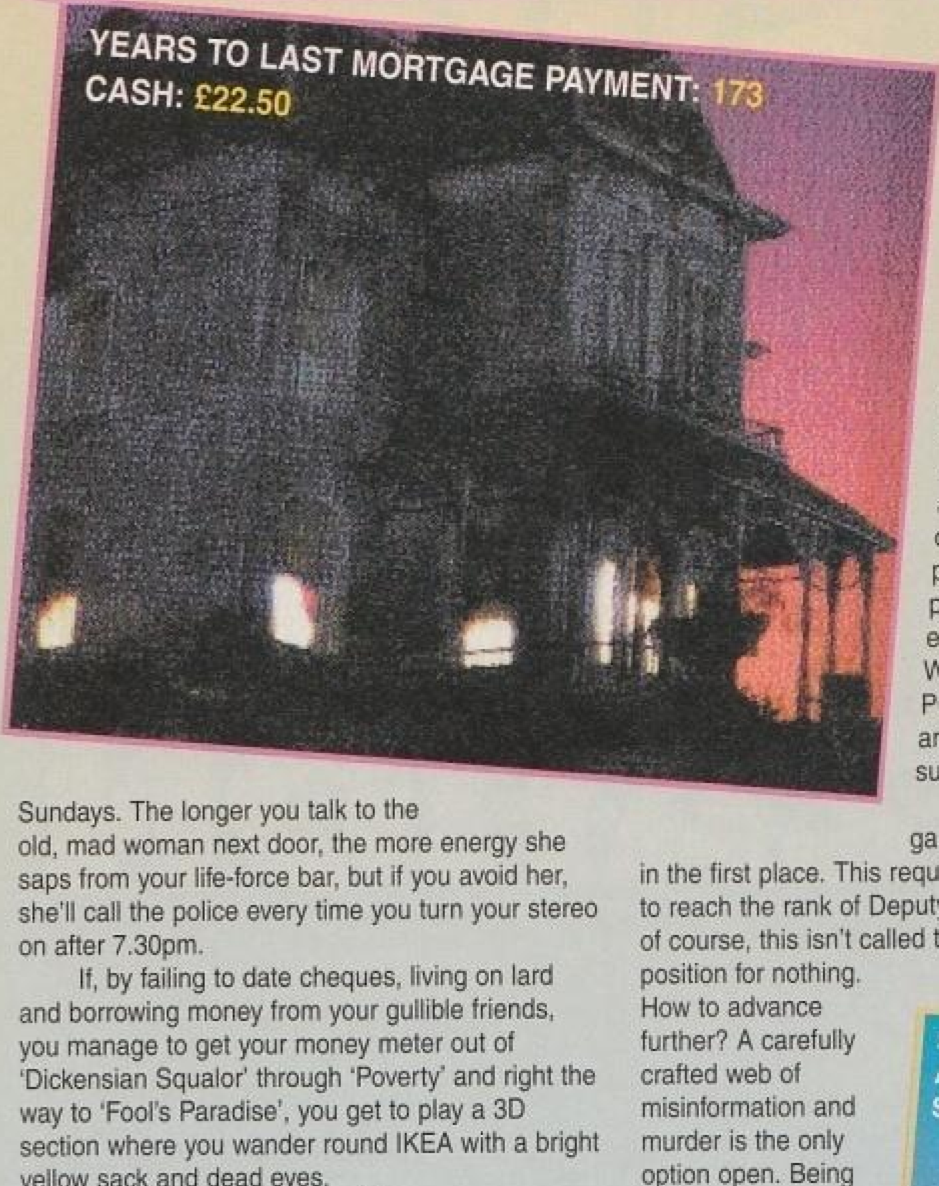
Why should we always have to get bigger and bigger? Perhaps we should learn from the WW1 bi-planes versus jet fighter, with smart weapons, flight sim comparison. Bigger can mean better, but it can also mean vaguer and less engaging (although, strictly speaking, bigger means neither of these things, it means 'larger'). So why not get back-to-basics, pump up the detail level and Sim the house?

Set in the mythical Central England town of Wolverhimpton, your house will keep you occupied quite literally for the rest of your life. There's the usual financial juggling of mortgage repayments, bills, food etc, but then there's SO MUCH MORE:
PAY – for slates lost during windy weather.
PAY – for Christmas boxes for the dustbin men, or else turn the nappies and take-away meals strewn across your garden every Friday morning into a decorative feature.
PAY – Trick or Treaters.
PAY – Penny-for-the-guyers.
HOOVER – the living room.
PAY – for replacement windows.
PAY – for a new fridge.
PAY – to have the old one taken away.
LOOK – at shelving.

To help balance the budgets, there are finance companies, and then there are loan sharks. The loan sharks are open on

Ahh...

# ATION
# ULATION



Sundays. The longer you talk to the old, mad woman next door, the more energy she saps from your life-force bar, but if you avoid her, she'll call the police every time you turn your stereo on after 7.30pm.

If, by failing to date cheques, living on lard and borrowing money from your gullible friends, you manage to get your money meter out of 'Dickensian Squalor' through 'Poverty' and right the way to 'Fool's Paradise', you get to play a 3D section where you wander round IKEA with a bright yellow sack and dead eyes.

**Sim House – it's dreadful.**

## SIM PAMELA ANDERSON

It's unbelievably easy.

SCORE: 175900
MARRIED TO: ROCK STAR
BUST PLASTICITY: HIGH
("" "— Ed)

**SIM PAMELA ANDERSON**
**Pout. Wear a swimsuit.**
**Make loads of cash.**
**Marry someone.**

## SIM EDITOR

At first glance, this appears to be identical to Sim Pamela Anderson, but not so. Sure, there's fun to be had meeting deadlines, delegating, lunching and seeing if, in the unsettled atmosphere acompanying a change of ownership, the publisher can be persuaded to go for (for example) CAM WINSTANLEY'S AMIGA POWER. These, however, are just the fruits of success.

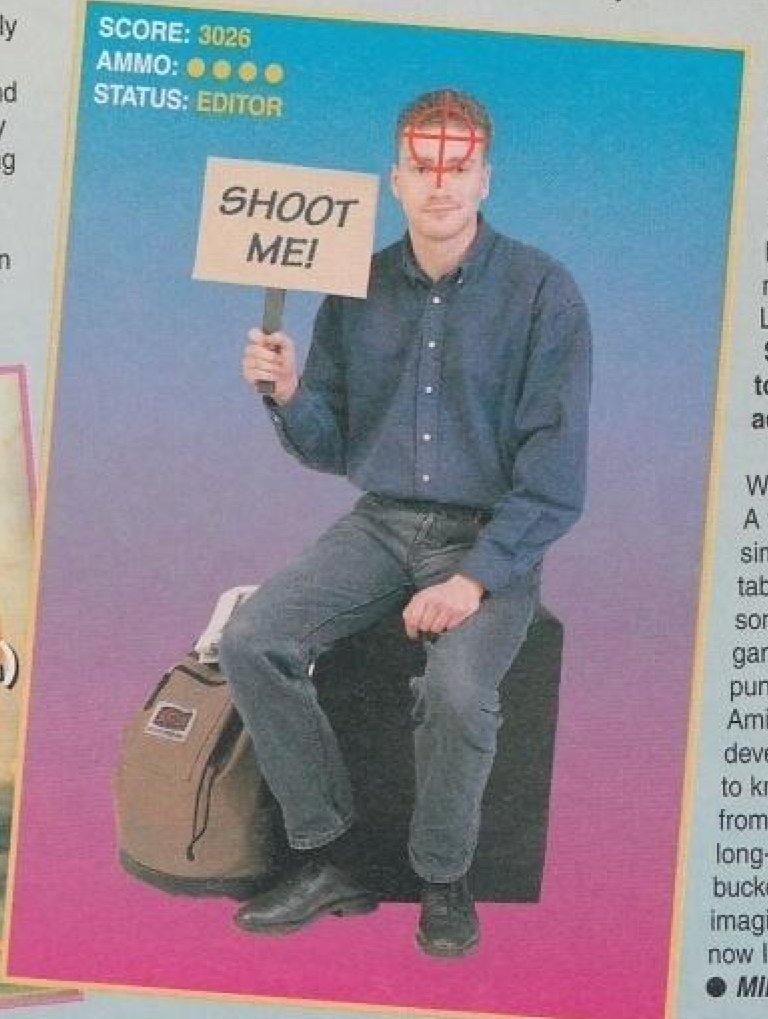
The real meat of the game is to become Editor in the first place. This requires skill and hard work to reach the rank of Deputy Editor beforehand. But of course, this isn't called the 'Dead Man's Shoes' position for nothing. How to advance further? A carefully crafted web of misinformation and murder is the only option open. Being tall helps too.

How do you spot a murderer in films? Okay, sometimes it's obvious. "He's done it," you say, "it's always Roddy McDowall." Yet most of the time, you have to work it out. First you dismiss the clearly psychotic sociopath, because that's too simple, and that's how the police think too.

So in Sim Editor, if you can pull off the double bluff of appearing to be, for example, a dangerously unstable gun nut, whilst actually being in reality, a dangerously unstable gun nut, you can safely dispose of the sitting Editor without suspicion falling on you.

Concoct some story about the old Editor suddenly leaving for a PC games magazine, and you're home and dry. Drift backwards and forwards between the two offices, changing wigs and collecting TWO salaries. Let them murmur "Funny, but you never see them together, so you?" and smile darkly. Until they start X-raying local bridge supports, you're sorted.

**Sim Editor – it's nothing like Sim Pamela Anderson, except for the swimsuits!**



## SIM SIM

The ultimate experience. On the monitor you'll see a stylised representation of a filthy bedroom, and at its centre a hunched and shallow figure sits in front of a computer screen. Click on the virtual mouse to operate the on-screen, on-screen menus.

If you're successful in getting your virtual character to build up a massive chain of simulated newsagents, he'll eventually go out and meet his friends and tell them exactly how much simulated money he's made. Like they care.

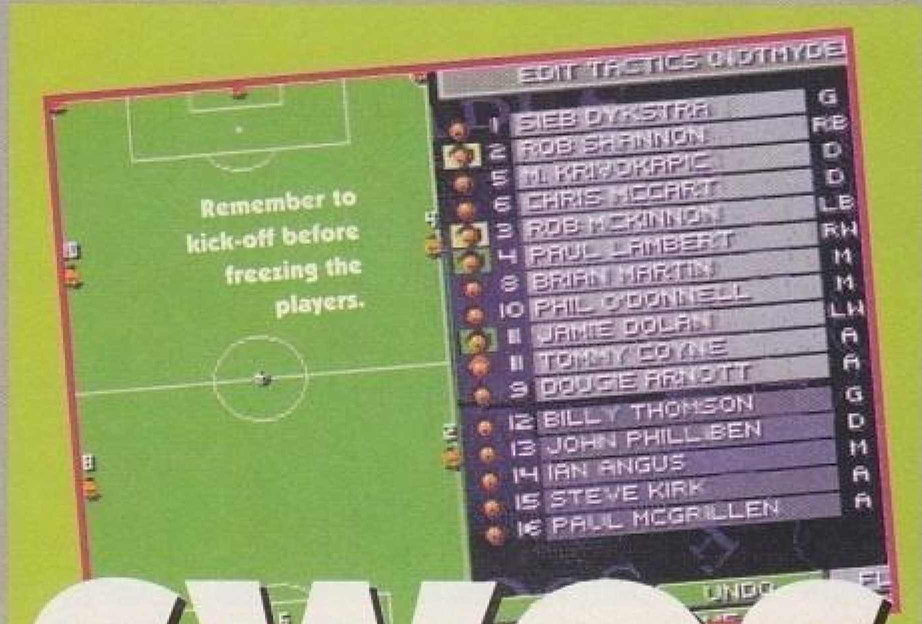
**Sim Sim – so close to your life, you'll actually doze off!**

Well, there we have it. A whole new breed of sims to put food on the tables of publishers and songs in the hearts of gamers. If these don't punch new life into Amiga game development then I'd like to know what will. Apart from massive investment, long-term dedication and bucket loads of imagination of course. But now I'm just being stupid.

● ***MILLS***

# COMPLETE CONTROL

**Suns set, moons rise, days pass, Amiga games are released, and AP's resident tip maestro grows ever more weary. His job: to scour the world for tips, sort the good from the bad, and disseminate the essential. Some say he works with the patience of a saint, others concur his doings a tool of Beelzebub. Rich Pelley: angel, devil, or just a pawn of the gods in an infinite, unpredictable universe? Only you can decide.**



| | | |
|---|---|---|
| 1 | SIEB DYKSTRA | G |
| 2 | ROB SHANNON | RB |
| 5 | M. KRIVOKAPIC | D |
| 6 | CHRIS MCCART | D |
| 3 | ROB MCKINNON | LB |
| 4 | PAUL LAMBERT | RW |
| 8 | BRIAN MARTIN | M |
| 10 | PHIL O'DONNELL | M |
| 11 | JAMIE DOLAN | LW |
| 11 | TOMMY COYNE | A |
| 9 | DOUGIE ARNOTT | A |
| 12 | BILLY THOMSON | G |
| 13 | JOHN PHILLIBEN | D |
| 14 | IAN ANGUS | M |
| 15 | STEVE KIRK | A |
| 16 | PAUL MCGRILLEN | A |

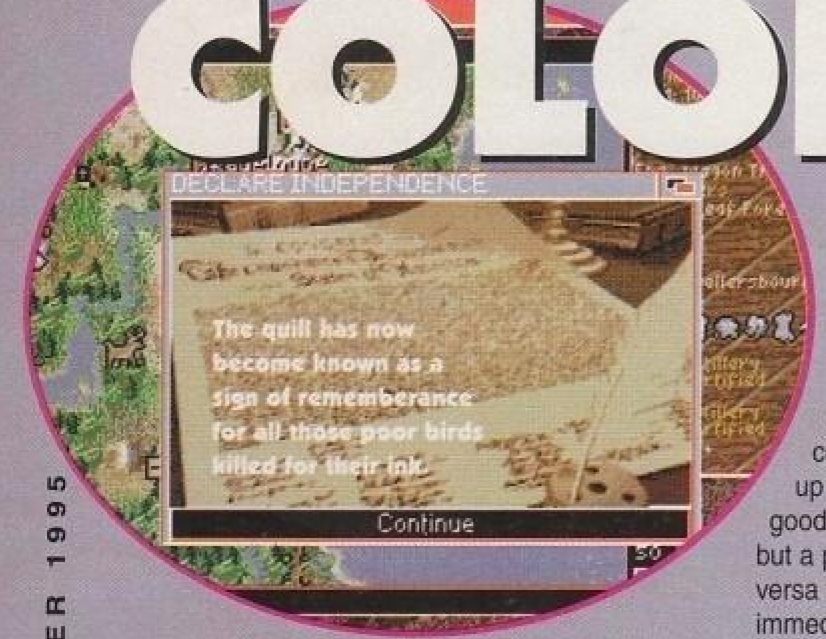
Remember to kick-off before freezing the players.

# SWOS

**(Renegade)**

Since reviewing *SWOS* back in issue 44, we've pretty much covered every aspect of *SWOS*-related bugs and cheats, here in Complete Control, over in The Last Resort, and in our specially-penned SWIZ feature. But here's one more cheat that, if I actually had a reputation to stake, I would, on this being one we actually haven't printed before. It's been sent in from Oliver Henderson of Whitwick and, having now decided to stake his reputation instead of mine because, on second thoughts, maybe it does look a little familiar, it goes like this. When you've got a kick off, pull back for a big kick and, whilst still holding Fire, press R for a replay. This freezes the players, including the goalie, until you let go of the Fire button. And with a bit of luck, the ball (on anything but a muddy pitch) should bounce straight into the unguarded net. It is rumoured that Notts County are to endorse this tip.

# COLONIZATION



The quill has now become known as a sign of rememberance for all those poor birds killed for their ink.

**(MicroProse)**

You may well be thinking, "Eh, haven't you just printed four pages of *Colonization* tips over the last two issues? So what are these doing here?" Well, as with any strategy game, there is no set right and wrong way of success, so while we've already printed the thoughts of ex-Prod Ed Steve Faragher, Alex Golob of Kent may well be able to throw some fresh light on the subject and I've given him his break.

1) Choosing your country. England is a surprisingly bad choice, because although colonists will flow initially, you'll probably end up leaving most of them on the docks. France is good if you wish to live in peace with your natives, but a poor choice if you wage war on them. Vice versa for Spain – only chose if your plan is immediate native plunder. And the merchantman at the Netherlands doubles your initial trade.

2) Setting up your first colony. Chose somewhere where no more than three squares are taken up by ocean, a prime fishing site, a good fur-trapping site or a prime cash crop area.

3) Choosing your Colonists. Initially aim for a master carpenter, expert lumberjack, farmer and specialist. Then bring in an elder statesman, firebrand preacher and relevant specialist.

4) Ships and Treasure. Do not escort ships of treasure trains unless absolutely necessary. If you are attacking an Indian settlement from the nearest port, demand tribute to save you having to cart your prize back to the port. Privateers can wreck enemy trade lines, blockade harbours and plunder shipping, even as you conduct peace talks. Always deny that you have any.

5) Settlements and Trade. Each settlement should produce two exportable products where the raw materials needed are preferably produced in the settlement. Trade nothing other than arms, tools or horses with natives as you will get a much better price elsewhere.

6) Declaring Independence. Three units of well used dragoons will be enough to plunder an Indian civilization, but a foreign power will require extra ships and artillery. An artillery battery and a unit or two of dragoons, to safeguard your fledging colonies, ought to be sufficient to safeguard your colonies before declaring independence. Make sure that you have the support of at least 74% of the colonists, bring back all trading ships and protect all of your ports with at least two or three units of artillery and dragoons respectively. It is important to keep between five and eight dragoons either on a ship of in the centre of the county to act as a rapid reaction force. Foreign support is also crucial. Buy mercenaries or earn yourself allies. And maybe even move your veteran units to the city with the highest sons of liberty membership to produce more Continental Army units.

## 12 PAGES OF PREMIUM PLAYING TIPS START HERE

**Amazon Queen.........60-63**
**Canon Fodder.................67**
**Colonization....................56**
**Flashback.................64-65**
**Gloom.......................57-59**
**Indie & Fate of Atlantis..67**
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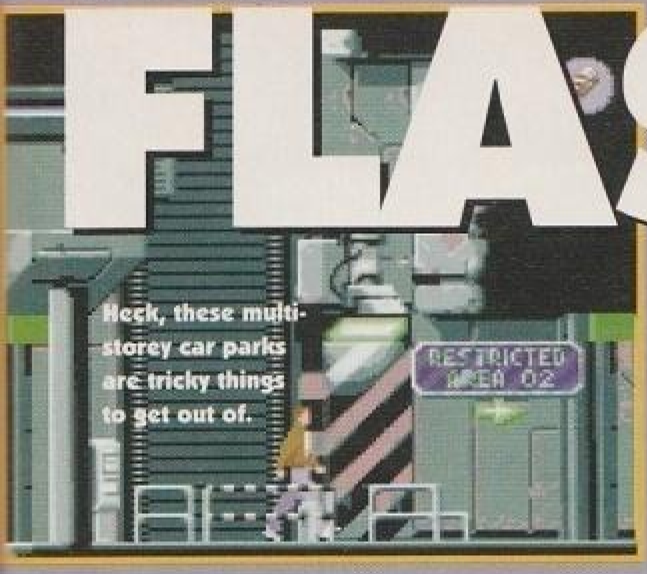
# FLASHBACK

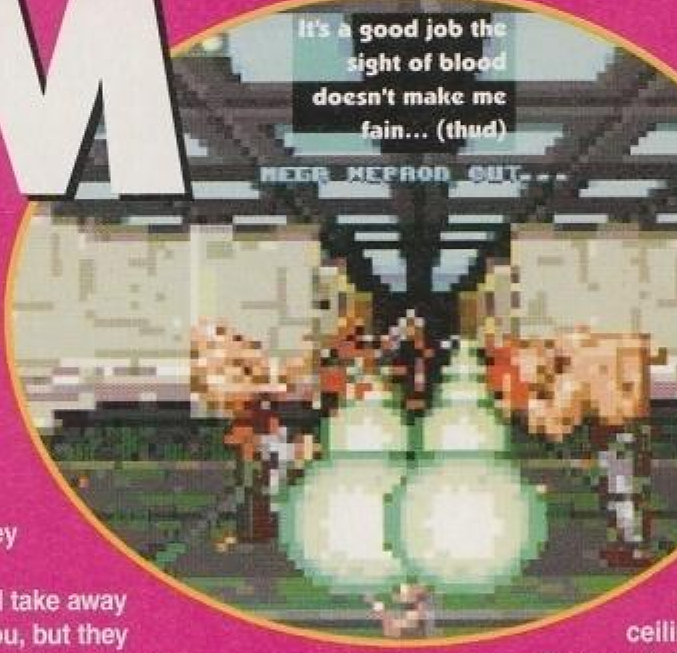


Heck, these multi-storey car parks are tricky things to get out of.

You wouldn't believe how many letters we don't get at The Last Resort every month that run along the lines of, "Yes, all right, you keep printing the codes for the *Flashback* on Normal level, but what about on Easy and Hard, huh?" On average, I'd say we don't get about five or six every month, which, to me, points to one very obvious solution: get hold of the things, and print 'em. Ah so...

| | Easy | Normal | Hard |
|---|---|---|---|
| **Section one** | WIND | FIRE | MINE |
| **Section two** | SPIN | GAME | YOUR |
| **Section three** | KAVA | EGGS | LINES |
| **Section four** | HIRO | GURT | NEST |
| **Section five** | TEST | CHIP | LISA |
| **Section six** | GOLD | TREE | MARY |
| **Section seven** | WALL | BOLD | MICE |

# GLOOM

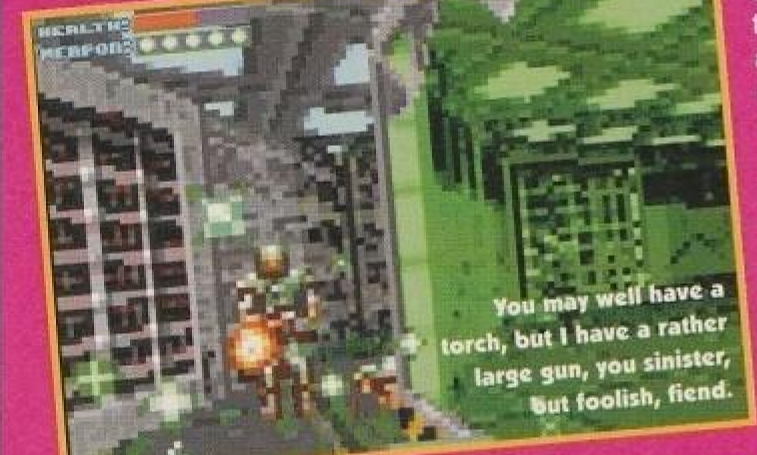


It's a good job the sight of blood doesn't make me fain... (thud)

**(Guildhall)**

They said it couldn't be done. But we said, "*Gloom* is a genuinely spooky game with an atmosphere you could cut with a knife, were demons not busily sucking you in from across a room and biting your head off, and there were a knife in it." They said it was as likely a proposition as Michael Jackson finding eternal happiness in wedlock. But we said, "Dazzlingly revolting, with monsters that explode up the walls when you shoot them, *Gloom* is unwaveringly thrilling for NOWHERE IS SAFE." They said that we've already got two pages of *Gloom* tips in this month's issue, but we said "So? SO? SO WHAT? Huh?" They said look, you just won't be able to do a decent *Doom* clone on the Amiga. It's just not possible. And we said, finally, "We'll get the coke if you order the pizzas," because by this point we were fed up with pacifying the sceptics, and were beginning to think of our stomachs. And, of course, they were wrong – because since arriving back in issue 52, and on a binary marking system, *Gloom* has scored a resounding '1' with us every time.

These tips, from Mike Jenkins of Solton, and the proceeding cheat for the demo version from the front of AP52, and Stuart Brown of Warton, were therefore welcomed with arms opened to a width that we'd normally reserve for greeting a long-time-no-seen favourite relative or best friend. Lads, we thank you (with prizes), and we go over to Mike first with his handy tips.



You may well have a torch, but I have a rather large gun, you sinister, but foolish, fiend.

## KILLING THINGS

Army blokes: These are easy. Their firing rate is extremely slow, so you can basically just charge at 'em and KILL.

Massive robots: These are also easy. Stand next to a wall and fire at them whilst they helplessly fire at the wall.

Raptors: They are fast and take away loads of energy if they touch you, but they don't shoot you so blast them as they appear around corners. They always hang around in groups of four.

Ghosts: These always appear in the large, empty rooms, and are sometimes accompanied by Raptors. Advance into the room, then retreat back into the small corridor you came down. When you hear their screams, fire constantly. The walls absorb their shots, so blast them when they pop out.

Weird voodoo blokes. These are like the army blokes, but boast an increased firing rate. It is useful to try sidestepping around them.

## UNDERKILL GAMES

These are an important and relatively straightforward means of gaining extra lives. The first one is on the 'Wall of Death' level (Space Hulk). When going round the aforementioned wall, ignore the first exit and keep going round until you find a door. Open it, then enter. Collect the bonuses, walk through the door directly behind them, then keep going until you come to the teleport. The second of these games is on the 'Caution advised if you value your life' level on the tombs. Look through each of the gates and locate the small square room with no apparent exit. Open the gate and find your way down the corridor through the very small tunnels. Keep going until you find the teleport, then wander around a bit.

## ALSO

To get *Gloom* running as speedily as possible, it is advisable to turn the ceiling off, the floor on full, select Meaty rather than Messy mode, and play with a full screen.

And to conclude, here's Stoo with the cheat which we know for a fact works on the demo version, and which, we guess, won't work on the full version. While playing, press:

1 – To upgrade to the crap orange weapon.

2 – To change to the middling yellow-green one.

3 – To get the okayish dark green thing.

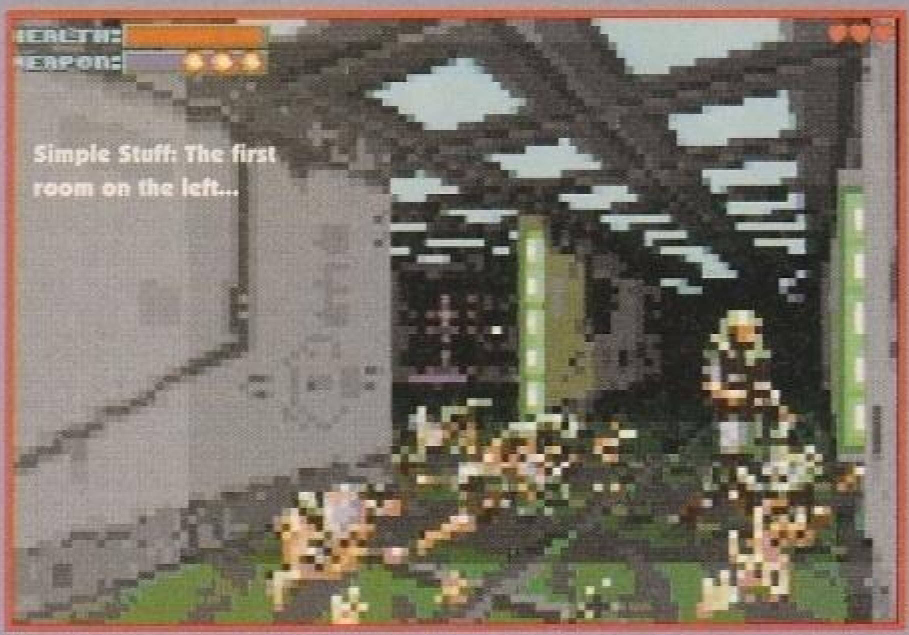
4 – To get the cool blue/yellow shimmering one.

5 – To get the all-out megadeath mad purple flamethrower/mini-gun/bloody good gun thing which kills the marines with ease. And robots. Natch.

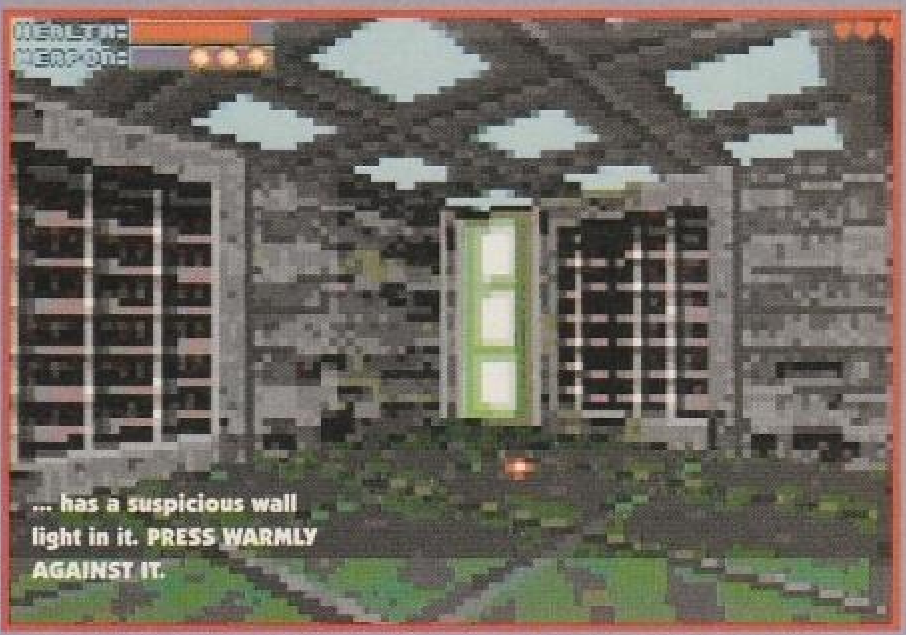
0 – To restore your energy.

## DON'T FORGET

**Please write to:
Complete Control
AMIGA POWER,
30 Monmouth
Street,
Bath
BA1 2BW
You know you want
to really.**



Simple Stuff: The first room on the left...



... has a suspicious wall light in it. PRESS WARMLY AGAINST IT.

# GLOO

## Does *Gloom* generate much doom and, er, gloom for you? Oh.

Folks, I still hate Complete Control. I have not wavered in my loathing of the thinking behind it: that after spending anything up to £40 on a game, you, our readers, have no desire other than to let us tell you how to finish it. What are you, still stupid or something? Or what? I reiterate: why not just pay us the £40 to describe the end sequence to you?

But, as with *Guardian*, there is no 'solution' to *Gloom*. And, being best at it, there are, indeed, POWERFUL HINTS I can pass on. And it's about the only game released in the last few months that isn't a footy manner, and if we don't show DEMONSTRABLY we can fill 92 pages without, for instance, reviewing games, our evil mega-global paymasters will cut the magazine to 84 pages, stapled, without compunction.

Here, then, is a guide to *Gloom*. It is more specific than my *Guardian* tips and will, in truth, SPOIL HORRIBLY the game for you in terms of secret rooms and adrenaline blurts as you stumble into a TERRIFYING SHOOTOUT. You have been formally warned.

Anyway. This month – the Space Hulk levels.

### GENERAL

*Gloom* is designed as a one-way system. There are no complicated trickster maps – you start at the beginning and move forward constantly until you reach the end, and then stop. This does not, however, mean you should go exactly where you are pointed. Take time to examine rooms you have just cleared out for secret things, and NEVER rush into an uncovered teleport without first having searched thoroughly the surrounding area.

Sidestepping, as in all *Doom* – but on the Amiga games, is a leapingly important skill to master. You can't sidestep if playing with a one-button joystick so practise with the keyboard (or a two-button joystick or, indeed, a CD32 pad). MARK SIBLY HIMSELF recommends leaving gun power-ups instead of constantly charging the 'mega weapon' in case you get killed, but such caution SHOUTS OF GAMING INADEQUACY. Spurn it.

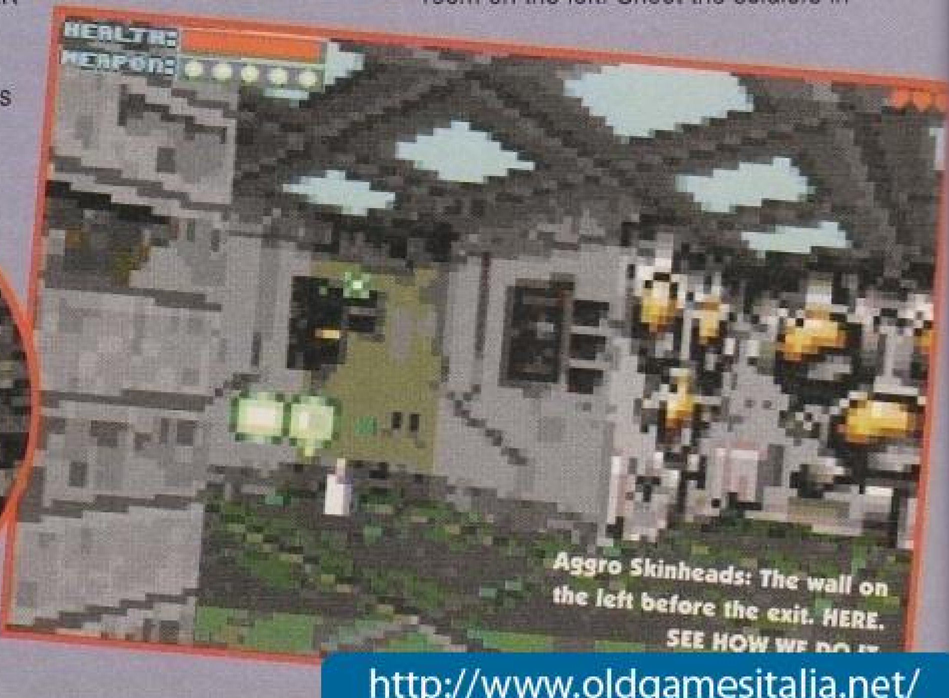
The levels themselves.

Let's be sensible about this.

### SIMPLE STUFF – WATCH OUT FOR AMBUSHES THOUGH

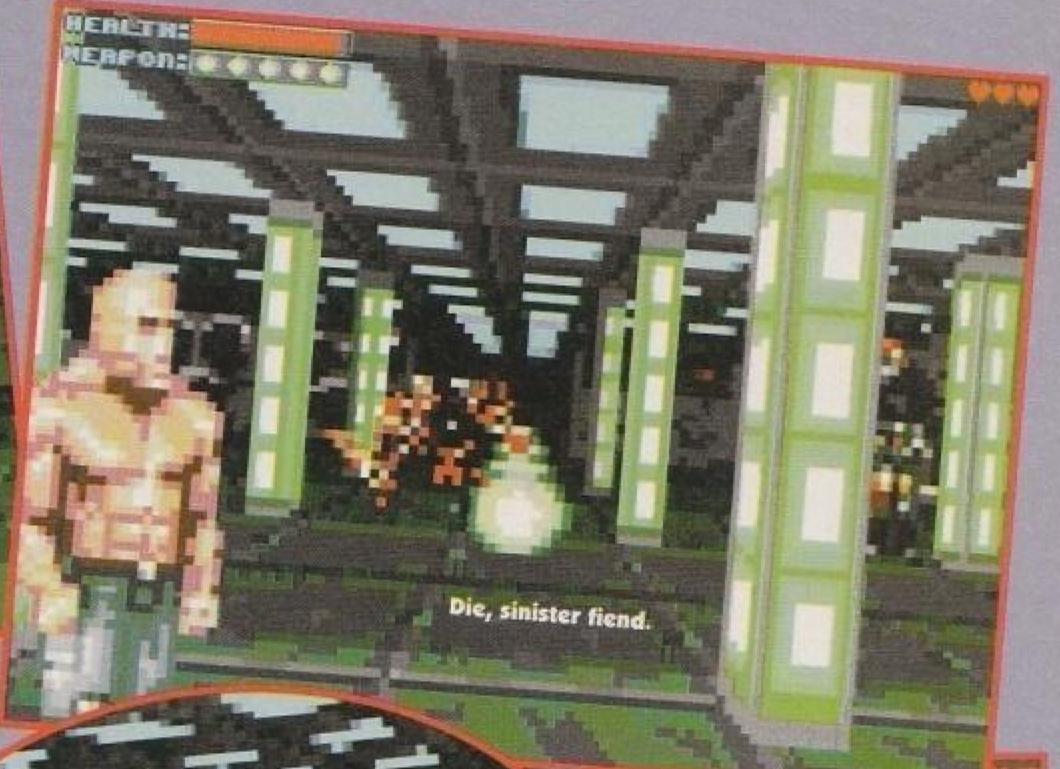
Indeed. There is, however, a secret door in the first room on the left. Shoot the soldiers in

I told you I'd shoot, but you didn't believe me. Why didn't you believe me?



Aggro Skinheads: The wall on the left before the exit. HERE. SEE HOW WE DO IT.

The windows are beautiful.



Die, sinister fiend.

# M

Run. Away.

You should have been sensible.

both rooms, then go in here and press against the green light strip. There are a few more soldiers inside the secret room (a rare occurrence) before you get – hurrah! – the substantially more powerful green gun. You'll perhaps have noticed that the secret door is concealed behind a unique wall texture. COULD THIS BE A CLUE FOR FUTURE LEVELS?

## WATCH OUT FOR AGGRO SKINHEADS

Again, simple stuff. In a startlingly predictable fashion, the aggro skinheads are inside the exit itself. There's a secret door in the wall directly to the left of the exit.

## NOW THINGS GET SERIOUS

You start in a locked room, surrounded on three sides by doors. I habitually use the door to the right as it appears to lead to a less-populated area. Get in a corner and blast everything before opening the skull door, or you'll be overwhelmed. There's a secret door behind the green light strip in the last cubbyhole on the left as you approach the exit.

## BEWARE THE WHEEL OF DEATH

You start in a monster-filled room, so watch out. Blast everything and proceed to the wheel. Press the button and follow it around to the first room on the right. Clear out the room. There's a button behind the final wall to reveal a teleport, but don't yet go through it. Return to the wheel. Follow it around to the next room. Shoot the skinheads. Skirt the invisibility icon (the eye), and open the back wall for a game of *Underkill*. (Continually going right with autofire on while simultaneously moving up and down in a pleasing sine-wave, brushing the surface of the planet in a pass appears to do the trick.) Now pick up the invis and go through the teleport. Shoot everything.

## DON'T LET THE TELEPORTS CONFUSE YOU

Advance to the fork in the corridor. Go down the right-hand fork. In the big room with the whining siren, hide in the recess with the button, sidestepping out and back to blast the frightening robot. Continue, through the teleport, to the left-hand fork, repeating the sidestep trick for the robot there. Continue, through the other teleport, to the T-room. There's a secret door at the end of the right branch.

Return via the corridors to the fork in the corridor; the exit is now open. There is, it goes without saying, a robot in it.

## SIDESTEP YOUR WAY OUTTA TROUBLE

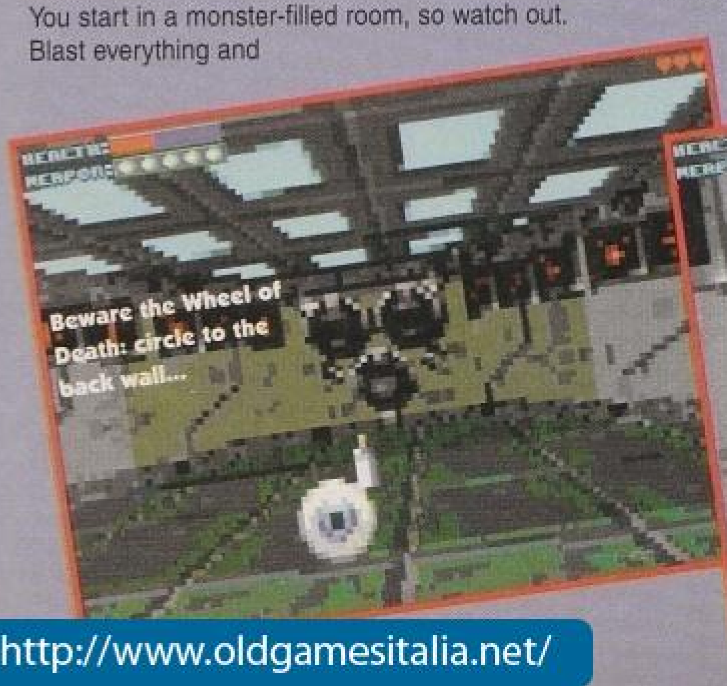
Follow the route. There are three skinheads in the exit. I can find no secret room.

## INVISIBILITY HELPS – IT'S AROUND THERE SOMEWHERE

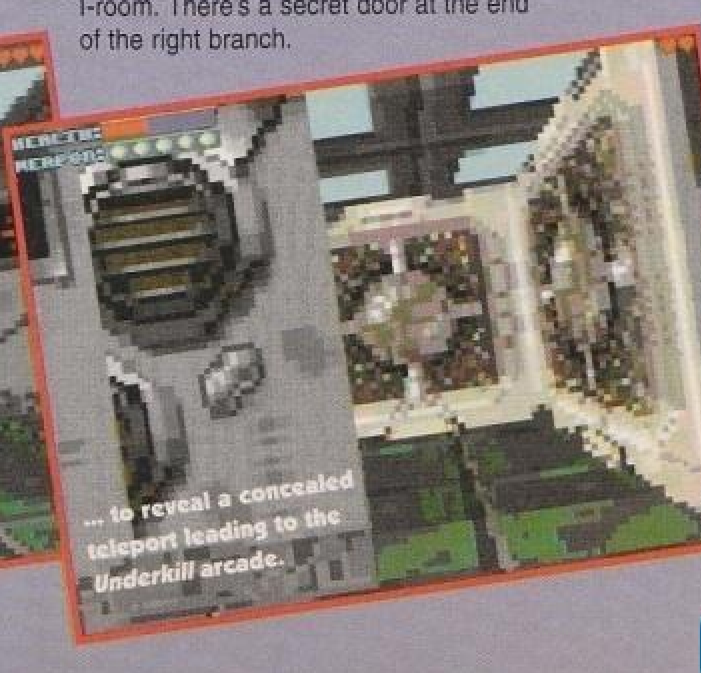
Clear around the central corridor before opening the door. When the block comes out of the wall, go down the left fork. In the tight corridor blast the skinheads and then rush in and right to the cubbyhole. Pick off the soldiers with diagonal sidesteps. The invisibility is behind the obvious skull door. Go through the teleport into the ROOM OF HELL ITSELF. Turn to the right and rush pell-mell for the door. Cry as it opens APPALLINGLY LEISURELY.

You have now completed level one. Tune in next month for the paradoxically hardest-of-all Gothic Tombs. Or – hey! – why not play them yourself?

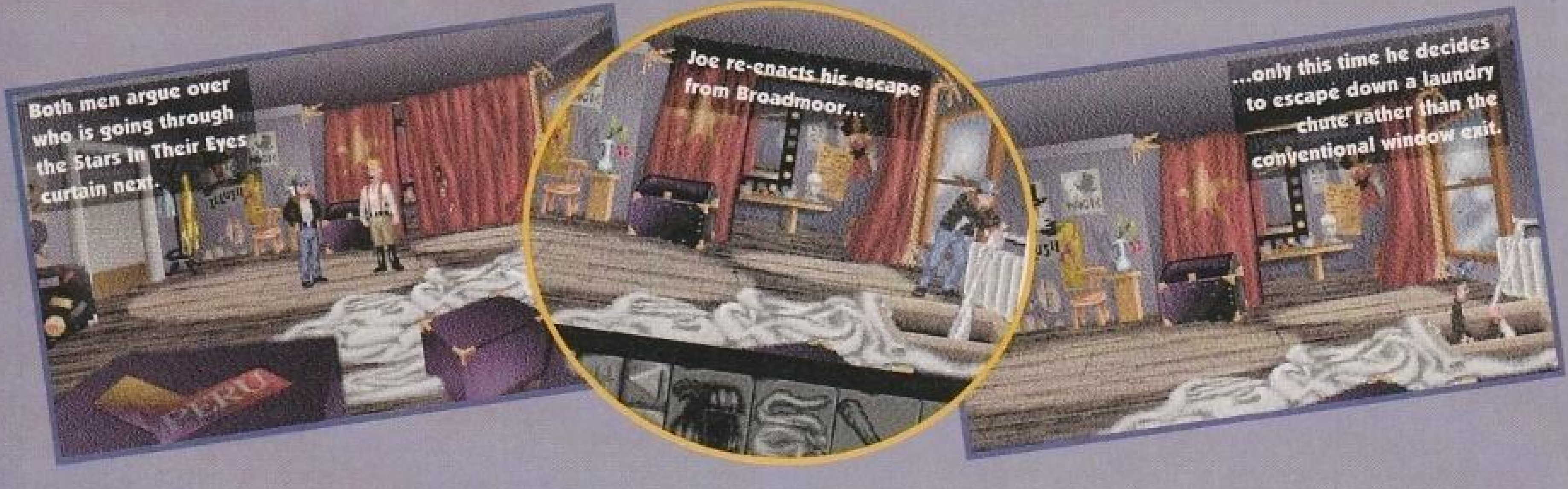
● *JONATHAN NASH*



Beware the Wheel of Death: circle to the back wall...



... to reveal a concealed teleport leading to the *Underkill* arcade.



Both men argue over who is going through the Stars In Their Eyes curtain next.

Joe re-enacts his escape from Broadmoor...

...only this time he decides to escape down a laundry chute rather than the conventional window exit.

# FLIGHT OF AMAZON

## So you want to star in a 1940s adventure film? Well, you can't. But here's the next best thing, if you must. Sigh.

Sparky fears the cops have seen him pick up this fair maiden.

A single autograph hunter tells Gazza and Sheryl he likes their hair.

Fasten your seatbelts, we're going down.

By now you should know that we at AMIGA POWER condemn game solutions. They are a tool of the PUS-ENCRUSTED SPATULA OF HE WHO WALKS BACKWARDS no less. But our mega-global paymasters insist that we print these solutions, to entice you into buying yet more overpriced games. So only read this if you don't own this game, or have vowed never to play it.

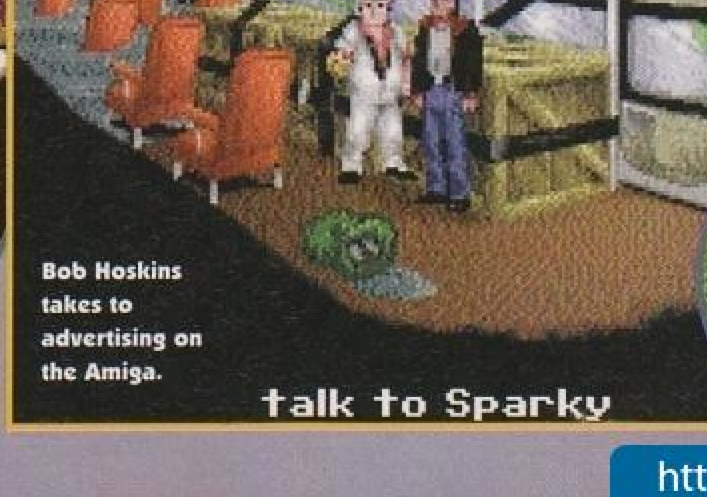
The lengthy intro leaves Joe locked up in a dressing room by his arch enemy Anderson, who firmly intends to use the Amazon Queen to transport the glamorous Faye to her Brazilian film location. It's the beginning of the game, so you'll want to pick up everything you can wrench out of the scenery. Use the curtain cord and pick up the wig from the recess – it's likely to be useful later on. If you pick up the two lots of sheets from the floor, you'll see a laundry chute. Join them together to form a sheet rope and then fix the rope to the radiator.

Use the rope, climb down the chute and drop into the basement. There's a door over on the right but it's locked. You can only pick up a few items off the cupboard, so move the ladder and collect some comedy breasts and a crowbar from, quite unsurprisingly (though it may shock some of you), the box of crowbars. Head up the stairs to the left. If you try and get Joe past the goons by the door, they'll throw him back in the locked room upstairs, so go as far as the reception and talk to the bellboy about the key. If Joe says that he's a friend of Lola, the bellboy will let him have the key, so take it and head downstairs.

Use the key on the locked door, and head inside.

When you talk to Lola it becomes apparent she's

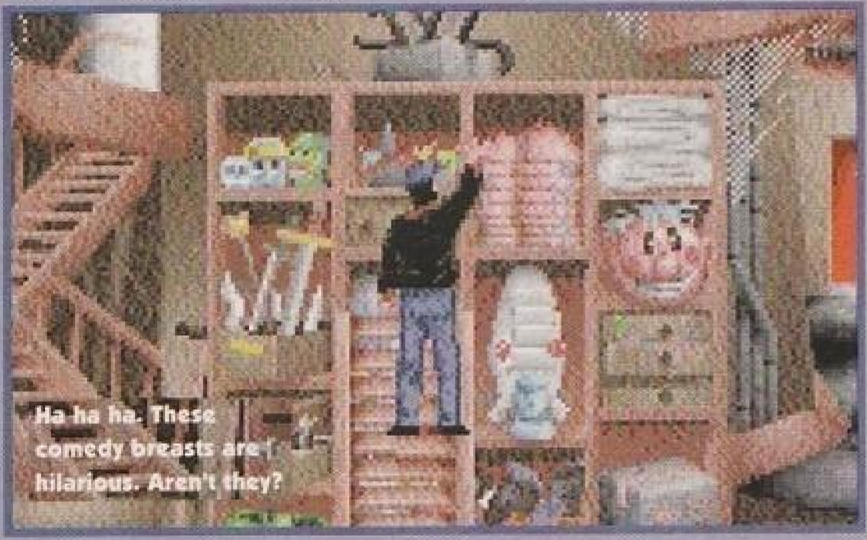
'Ere, boss, get a load of that little saucepot.



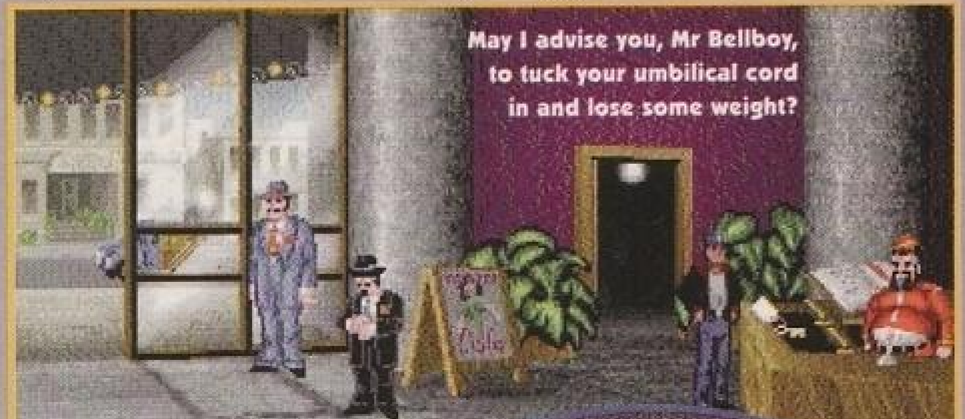
Bob Hoskins takes to advertising on the Amiga.

Here, nice piranha, come and have some beef jerky.

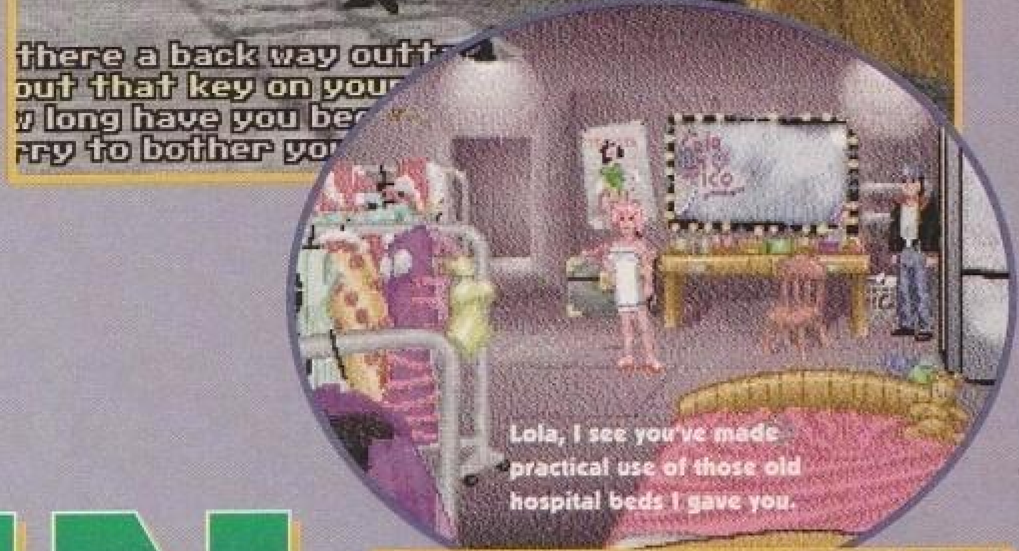
AMAZON
QUEEN



Ha ha ha. These comedy breasts are hilarious. Aren't they?

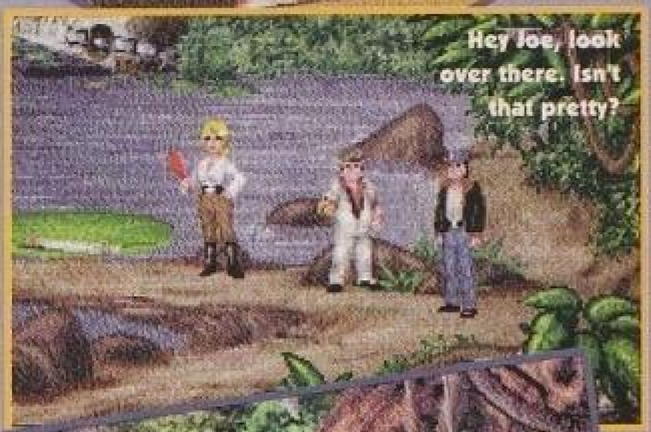


May I advise you, Mr Bellboy, to tuck your umbilical cord in and lose some weight?



Lola, I see you've made practical use of those old hospital beds I gave you.

# THE QUEEN



Hey Joe, look over there. Isn't that pretty?

Joe had never seen a parrot hang itself before.

clearly an old flame of Joe, but now she's seeing the wretched Anderson – Blergh. And possibly Sparky the mechanic too. Cripes. Ask Lola for help and after she's moaned about Joe a bit, she hops in the shower and demands a towel. Now for the game's least logical puzzle.

## HOT AND STEAMY

Joe needs to climb back up the sheet rope into the locked room and use the crowbar on the chest to find a fluffy "Enjoy your stay at Hotel Copacabana" towel. Take it back down to Lola and she'll get out of the shower (wayhay) before giving Joe a stunningly sequined dress (grr) – in his size and everything. Use the dress in the basement and, combined with the comedy breasts and that 'it's likely to be useful' wig, Joe makes a passable, if not mildly attractive, woman. Wobble him over to the stairs in a bid to make it through the foyer unmolested.

The goons soon realise they've been fooled and start chasing. Change Joe back into his normal clothes, then pick up the oil hidden under the hay. Throw the chicken (just for fun) and then use the oil on Rico's car, splattering the windscreen and making him crash.

Joe arrives at the airport just in time to stop Anderson whisking Faye away. Whatever Joe says, he'll end up punching Anderson out, but try the insults – they're more fun than all of that "I'm better than you are" nonsense. With the storm brewing, the team get in the plane, fly over the Amazon rainforest and are almost immediately struck down by lightning.

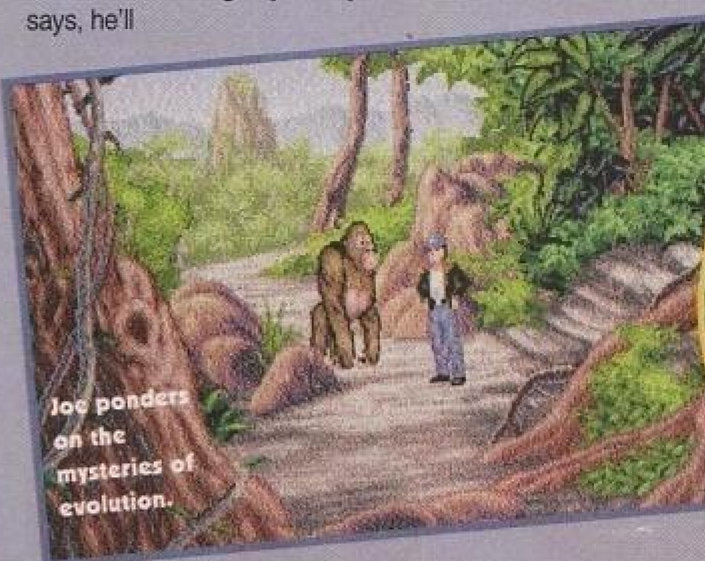
When the plane crash lands, the main thing's to recover as many useful items as you can. Open the duffle bag and take the lighter and knife. Look at the waterlogged seat and you'll find a comic coupon, the only surviving bit of Sparky's Commander Rocket comic. Sparky is gutted by the loss of his comic (and who wouldn't be?), as you'll discover if you talk to him. He'll also give Joe some beef jerky.

Open the hatch and walk over to it. The water outside is seething with piranhas, so give them the beef jerky and move Joe onto the giant lily. Cut the lily free by using the knife on the stem, then pick up the broken propeller and propel the threesome to the bank by using it on the lily.

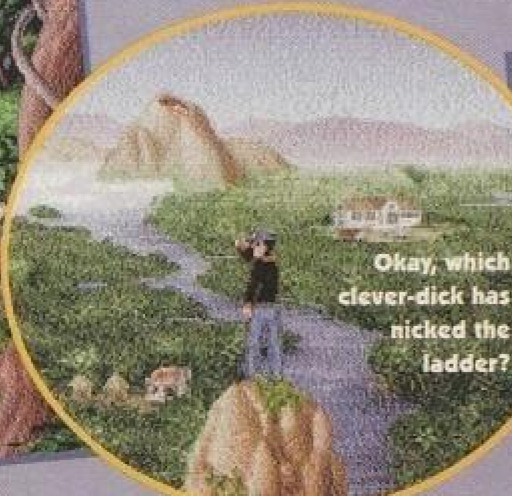
Sparky informs Joe of his need to find a 'Commander Rocket Versus the Mob' comic before Joe sets off to find a telephone. Head 'north' that is, into the screen. From now on, east is to the right of the screen, south for the front and west for the left hand side. Joe bumps into Wedgewood the parrot, who witters on about Princess Azura being captured and Trader Bob being her only hope. As ➤

VETS
Be
Jerk

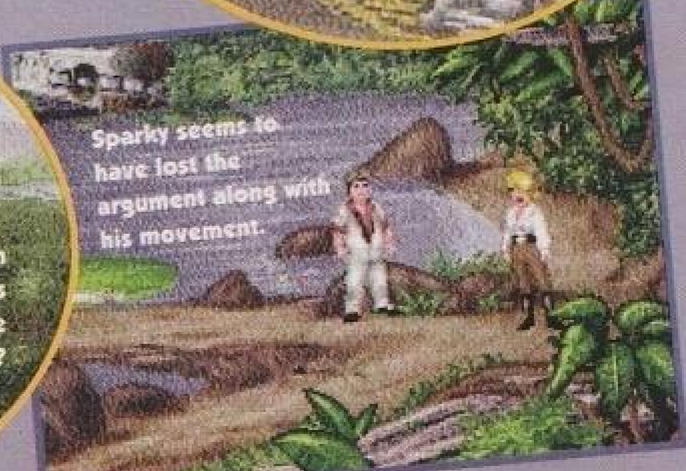
My, what a fine assortment of goods you have selected from the Cash & Carry.



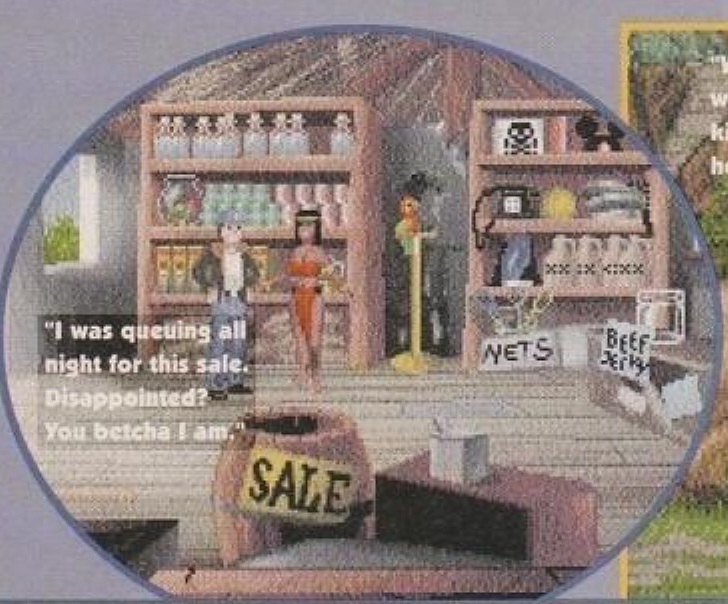
Joe ponders on the mysteries of evolution.



Okay, which clever-dick has nicked the ladder?

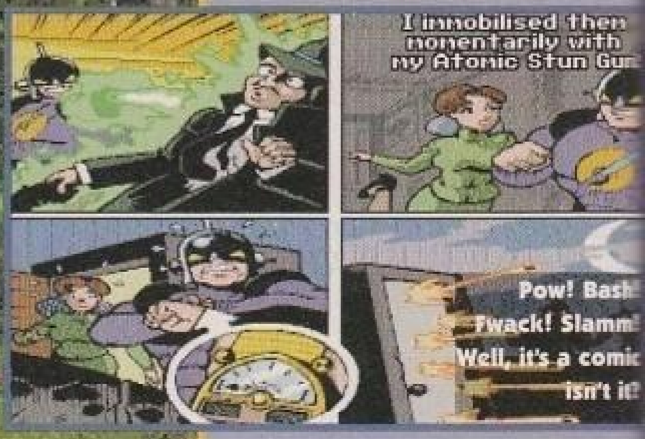


Sparky seems to have lost the argument along with his movement.



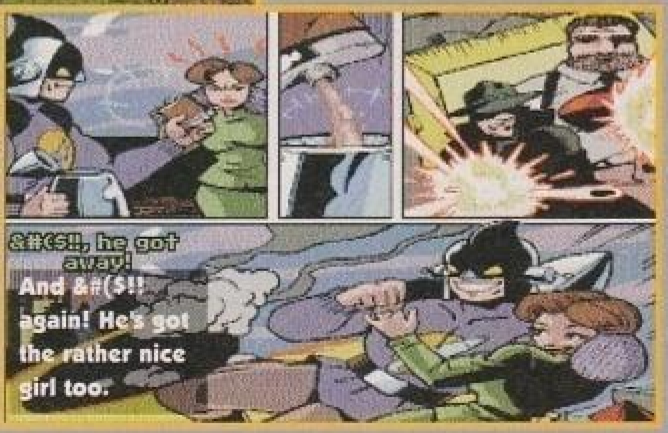
"I was queuing all night for this sale. Disappointed? You betcha I am."

"We figured we'd wear shorts as it's kinda hot today, here in the jungle."



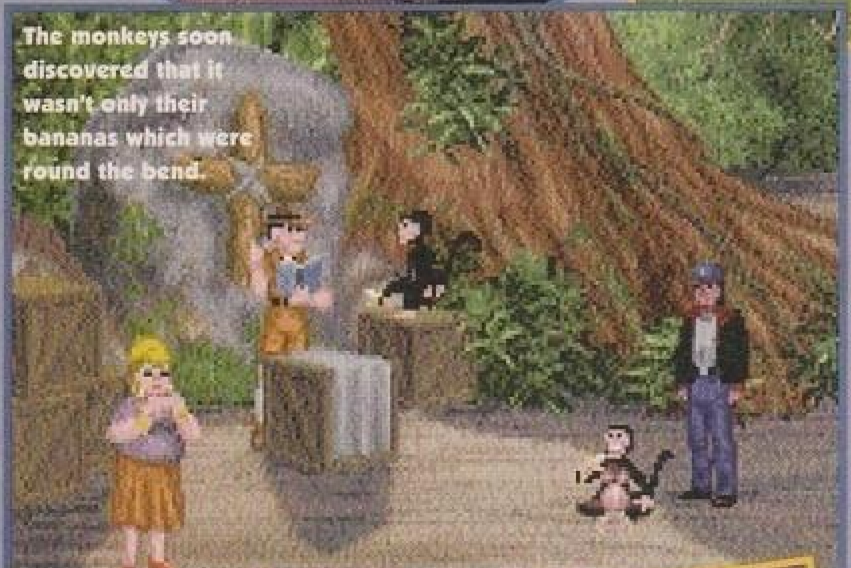
I immobilised them momentarily with my Atomic Stun Gu

Pow! Bash Twack! Slamm Well, it's a comic isn't it?

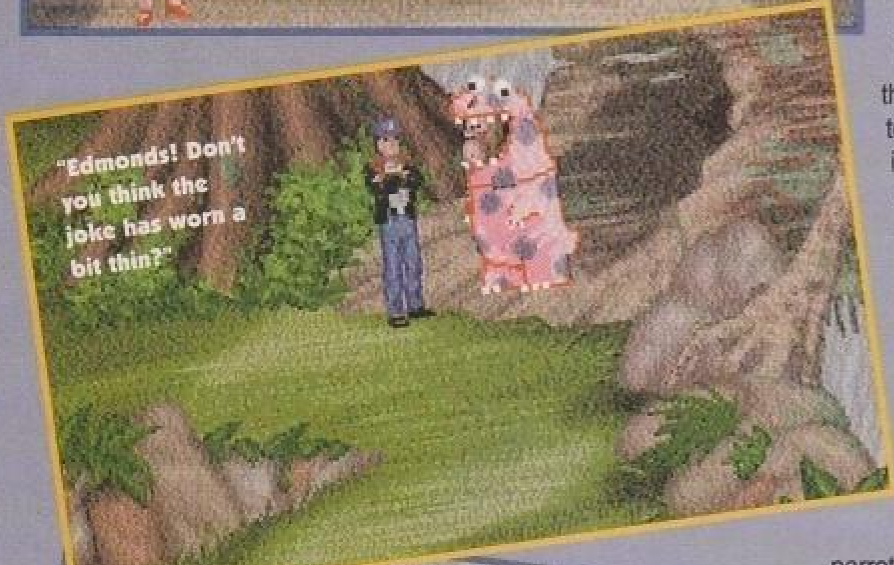


&#C$!!, he got away!

And &#($!! again! He's got the rather nice girl too.



The monkeys soon discovered that it wasn't only their bananas which were round the bend.



"Edmonds! Don't you think the joke has worn a bit thin?"

The gorilla becomes a shadow of his former self.

Wedgewood flies off, cut the vine with the knife (as it'll certainly be helpful… blah, etc) and carry on down the trail.

Soon Joe's path becomes blocked by a huge gorilla, so head back past the plane and see what's to the south. The broken bridge can be repaired using the vine, allowing you to cross to the other side and get the banana. You'd have thought the gorilla would want the banana, but not so. Talking to it will reveal that gorillas live in Africa, not South America at all. Outfoxed by your existential line of argument, the gorilla will implode in a moment of self-doubt, freeing the path up to the pinnacle. From here you can see all of the locations Joe'll be visiting in the adventure, but the main priority is to find civilisation and to find out what the parrot was blabbering on about. Head downhill to Trader Bob's.

Meanwhile… Faye gets in a bit of a strop about being left at the crash site, throws a bottle of perfume at Sparky (which misses) and storms off into the jungle. All of this is certainly going to be relevant later on…

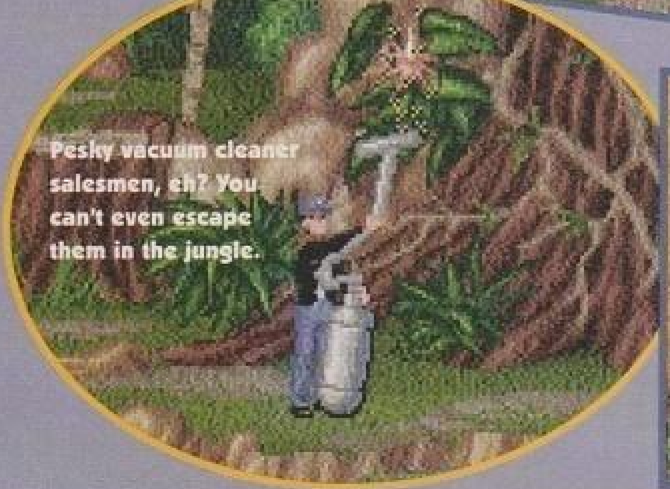
Wander through the pygmy village and into the amiable shambles of Trader Bob's. Bob knows a lot about what's happening in the jungle, including some rumours about the sinister Floda lederhosen factory where everyone thinks Princess Azura is being held. Most of what's on display in Bob's isn't for sale, although the record, the nets, the vacuum cleaner and the alcohol are. Have you got ID to prove your age for the booze though? Nope, thought not. Trade the beef jerky with Bob for some cash and then buy the battery powered vacuum cleaner.

Exchange pirate clichés with Wedgewood the parrot and chat to the lovely Naomi. She learned English from the missionaries apparently, and is worried about her date that night with Bob and would willingly swap her hairdressing scissors for some perfume. Aha, get the idea? Your jungle based errands have begun. On the way out of the village, try and talk to the witch doctor. Can't understand her? Okay, time to seek out the missionaries for some method of translation.

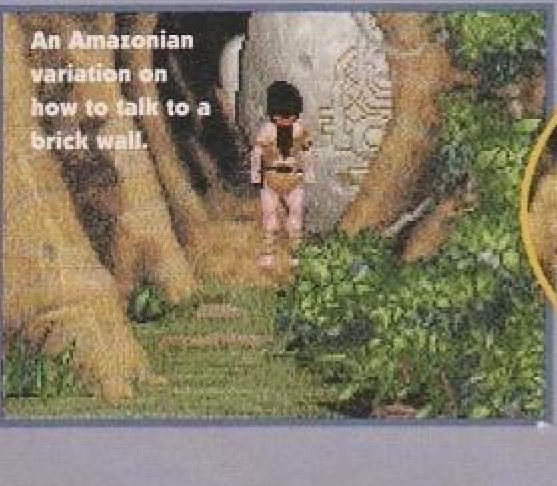
While Frank is in his secret lab cackling to himself about turning Amazon women into dinosaurs and breaking into the Valley of Mists, Joe's got to climb that huge rock pinnacle again. Pray he's got strong thighs. The missionaries live in the jungle, so head off there. Take the north fork in the path, then head over the fallen tree past the three-toed sloth.

## COMIC GENIUS

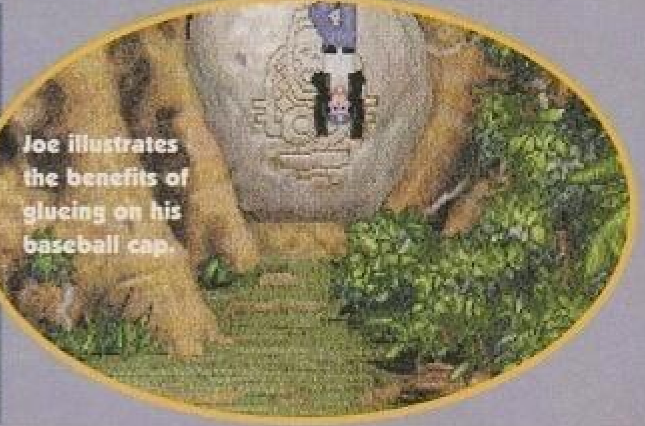
In the next clearing Joe meets Bub and Skip, who're two professional explorers, complete with neato pith helmets and safari suits. Talking to Bud reveals that they're trying to get recaptured by the tribe of Amazon women, as they were released last time because of Bud's embarrassing 'heat rash.' He says that he'd pay a fortune for a rash cure. Talking to Skip reveals that he's into the same comics as Sparky. Sparky wants a Commander Rocket Vs The Mob issue, which coincidentally is the one Skip has got,



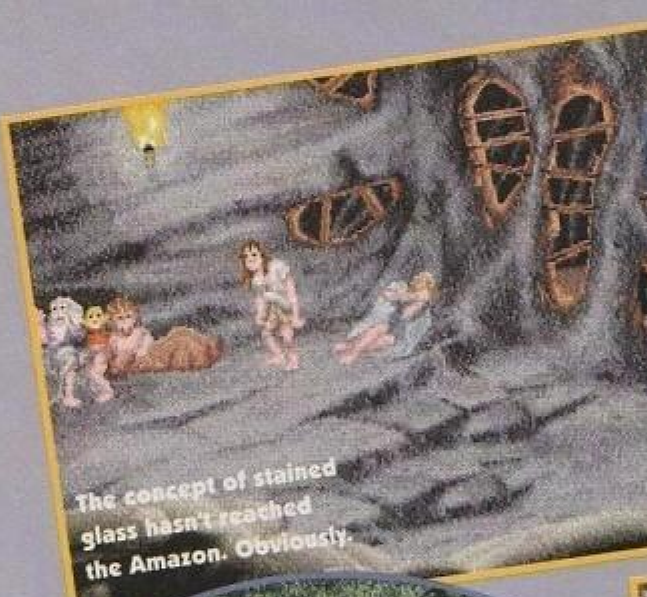
Pesky vacuum cleaner salesmen, eh? You can't even escape them in the jungle.

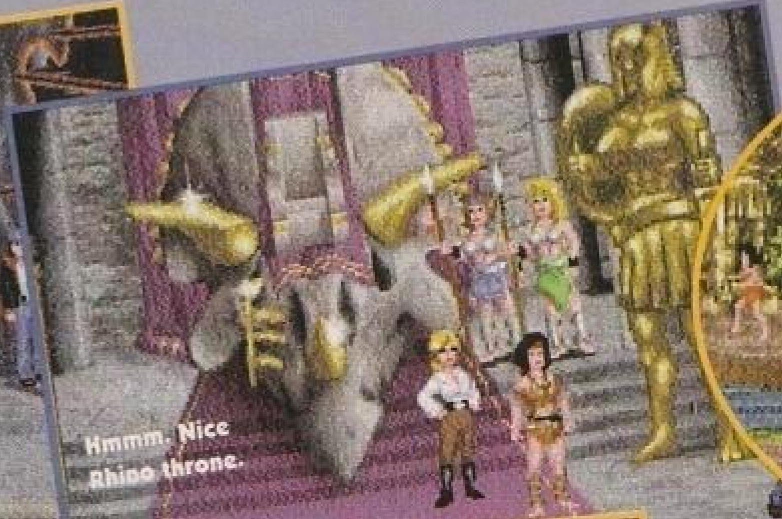


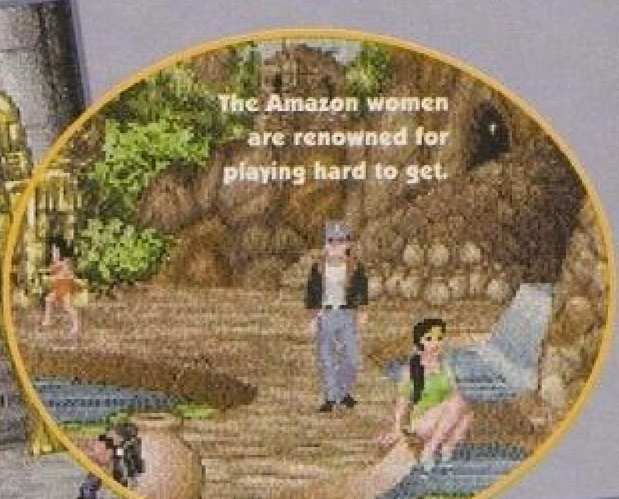
An Amazonian variation on how to talk to a brick wall.

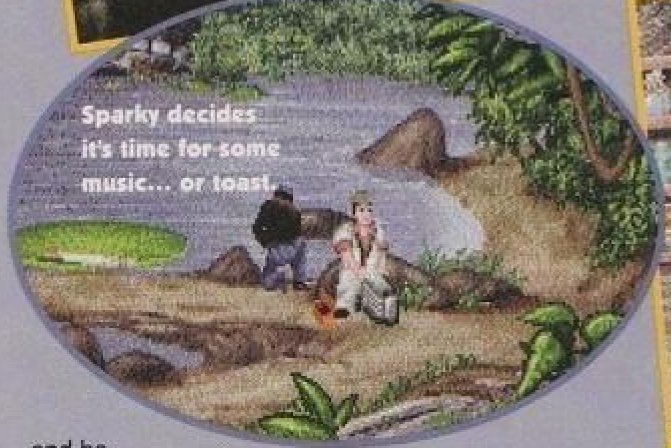


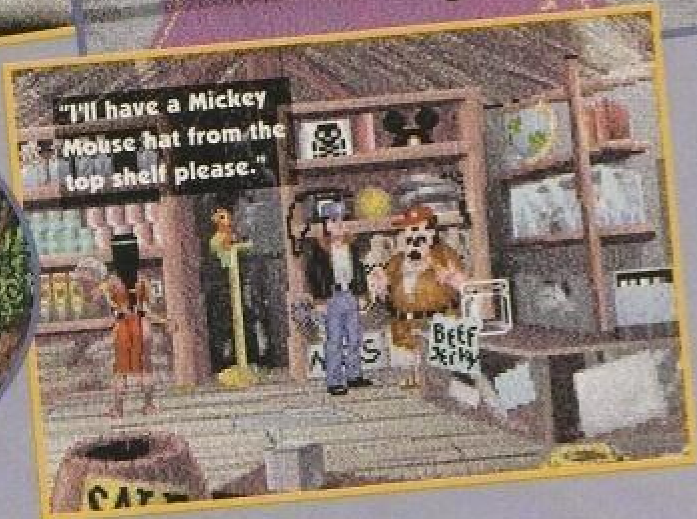
Joe illustrates the benefits of glueing on his baseball cap.

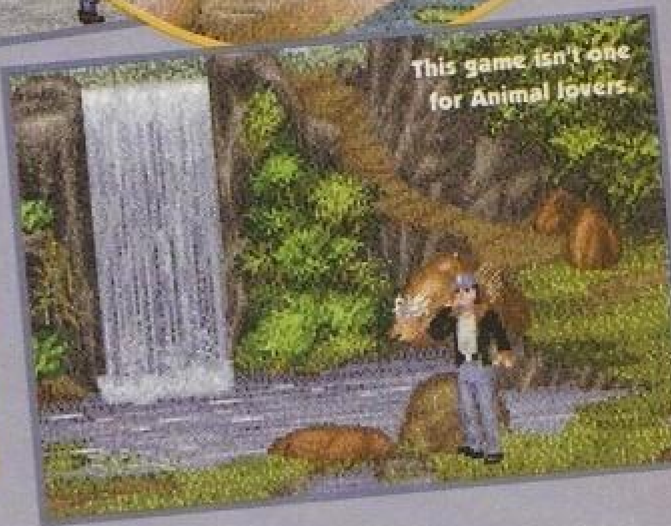

The concept of stained glass hasn't reached the Amazon. Obviously.


Hmmm. Nice Rhino throne.


The Amazon women are renowned for playing hard to get.


Sparky decides it's time for some music... or toast.


"I'll have a Mickey Mouse hat from the top shelf please."


This game isn't one for Animal lovers.

and he kindly gives it to Joe.

Read the comic yourself for an added bonus. After Joe's looked at it, he notices that one of the pages is loose and that a coupon has been clipped from it. Use this with the soggy coupon from the plane and you'll be able to see the plans for the Commander Rocket Pocket Rocket, plus the Rocket Code, which is handy information indeed. You can now decipher Skip's message, and you also know that a rocket pack uses just a quarter gallon of fuel.

Head past Bud and Skip and Joe gets to a waterfall, where a brightly coloured bug is bothering the heck out of a fat fish. It'll make sense soon, these things always do. Head east to find the gorilla's back, only in a stupid, baggy, dinosaur suit. He claims that he's starting to shed – yeah, right. Leave insulting him for a few more minutes and carry on southwards.

At last, the missionaries are here, trying to educate a load of monkeys. Jimmy's not very helpful at all to talk to, but you might glean a few further details about life in the jungle. Mary-Lou's the one you want to speak to, and if necessary, have a few chats with her. Find out how she managed to talk to the pygmies, and she'll talk about her English to Pygmy dictionary, although she won't let Joe look at it in case he loses it. She'll also drop a hint about her nail file being blunt, so you now know that she'll swap her dictionary for a new file.

## GOING BANANAS AND COCONUTS

On the way out, give the banana to the middle monkey and then take a coconut off him. Now's the time to insult the gorilla. He'll grudgingly take off his silly costume and, if commanded to vanish, will rather reluctantly do so again, leaving the path through the fallen log clear to take. Joe admits a fear of heights as he emerges from the other end of the log bridge. This may (or may not) be vital to the plot later on. Just past the log bridge is a beautiful orchid being bothered by a load of wasps. Clear them away by sucking them up in the vacuum cleaner and then pick the orchid before carrying on eastwards.

As Joe approaches the carvings, he hears a noise and hides. Two beautiful Amazon warriors (conveniently speaking English) have a chat about roast sloth and berries before the stone panel slides shut.

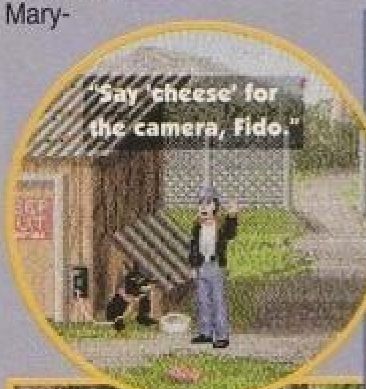
Unfortunately, when Joe tries to activate the hidden trigger, he springs a trap instead and ends up in a dungeon filled completely with men. Most of them have nothing much to say, apart from the clearly stupido-mad buffoon Bert, who prattles on and on (and on) about his glove puppets before eventually giving one to Joe. Faye shows up, makes Joe grovel pathetically and then releases him. It seems that all the girls are too feeble to release their princess, and that they need a man to do it, so they ask Joe to do it. Yeah okay, so it's sexist twaddle, but this is the 1940s. You could get away with it then.

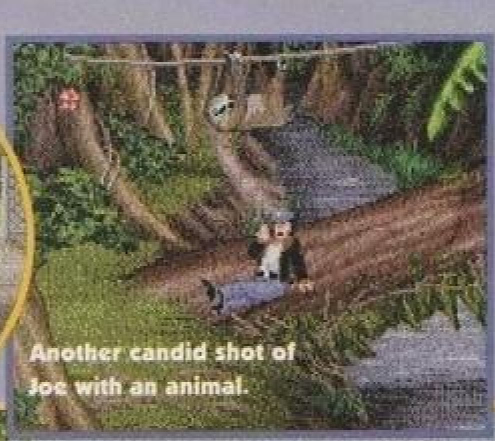
Now Joe makes his way round the pool and heads west. This brings him out at the entrance to the Amazon castle, and with a short stroll west, plus a big climb up, takes him to the pinnacle again. Joe's got a few more items that he might be able to trade, so let's get back to Trader Bob's. Chat to Bob about love, life and rashes and you won't learn much really.

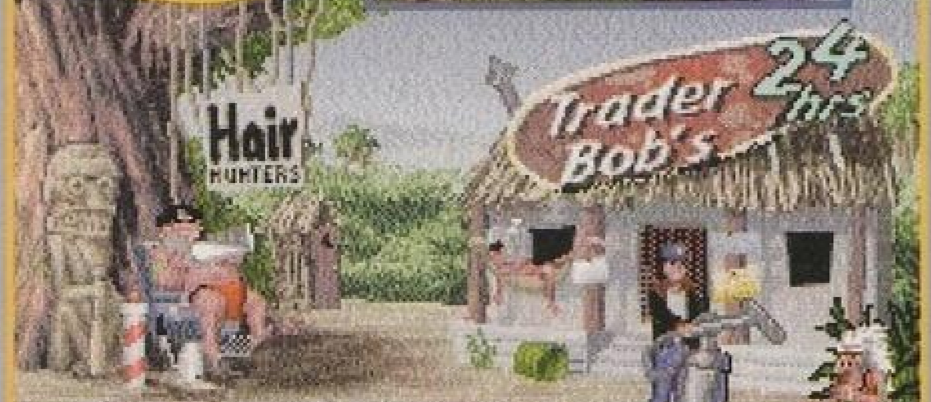
However, armed with the knowledge of his impending date with Naomi, give him the now wasp-free orchid and he'll offer you a net from the bucket o' nets. Nets are handy for plucking things out of water such as, such as, that bottle of perfume that Faye threw at Sparky. Brilliant! Even though Joe doesn't know about it yet, we do, so (giggle) check out the (tee-hee) toilet round the side of Trader Bob's and head back to the crash site via the pinnacle.

NEXT MONTH: Underground bases, secret plans, purile innuendo, and mannequins in traditional Austrian dress.

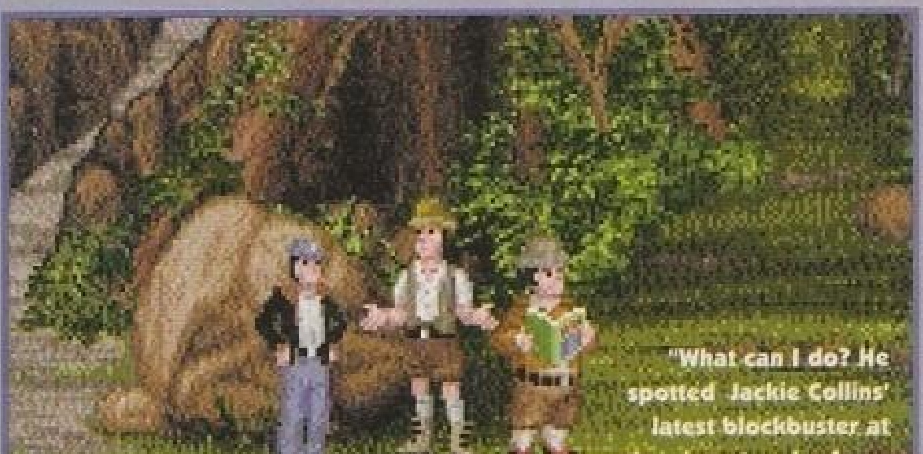
● ***CAM WINSTANLEY***


"Say 'cheese' for the camera, Fido."


Another candid shot of Joe with an animal.



"I guarantee if you can find anywhere selling this for less, within 7 days, I'll give you your money back."


"What can I do? He spotted Jackie Collins' latest blockbuster at the airport and refuses to put it down."

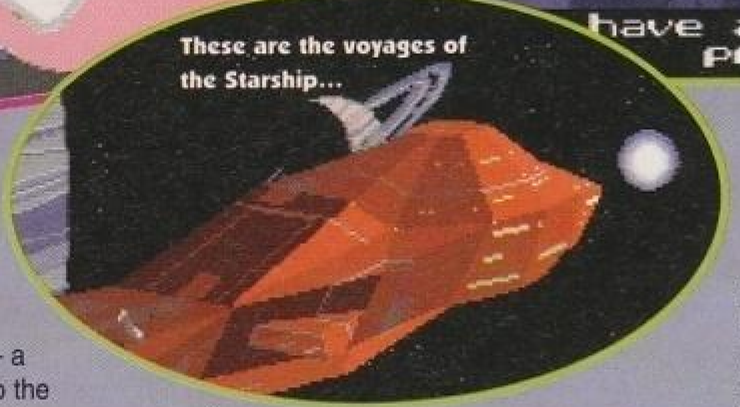
# FLASH

**And now the end is near. So don't overdose in a Paris hotel room with your best girl at your side. Or something.**

Please don't take my id away from me. It's all I am.

Get me away from that smile. Now.

have a winner! Allow me t
present Conrad.



These are the voyages of the Starship...

## SECTION 4: EARTH PASSWORD: GURT

To start with, get ready to use the force field – a lot. Go down in the lift and give your papers to the man then walk left, go up in the lift and use your gun and (a-ha) force field to get rid of the policeman. Go left again, battle another policeman and a robot, then drop to the bottom level. Don't bother with the other robot, just run to the lift. Go down and use the force field to help you out. Move right through four screens, disposing of everything that comes your way, and call the cab. Don't forget to get into it.

You've arrived at the Studio Club. Climb to the top platform and take a running jump off the right of the screen. You should grab a platform (your leap of faith is rewarded, Pilgrim), so haul yourself up. Take another running jump to the platform on the far right, and shoot the glass in front of you.

Run off to the right, call the lift and walk right again. Take a running jump up to the spotlight rig, shoot the glass and jump across to the top left platform. Get the key, lower yourself down and go right twice. Go up to the top of the screen and walk left for two screens. Activate the switch, and walk back two screens. Go down and open the door, then go down on the lift.

Climb up through the hole in the middle of the screen, go right at the bottom left of the screen, kill everything and get the key. Activate the switch at the top right of the screen. Return left and lower yourself to the top right of the screen below. Go right and activate the switch. Go left and down to the bottom of the screen. Walk right and open the door, then go up on the lift and walk right.

Climb to the top platform, take one step forward and roll to the right. You should now be on the middle platform. Activate the switch and head back to the left, then down. Activate the switch to open the door and take a running jump across to the top right platform. Turn right and get the key, then head back left and up. Go right and use the key, go right through three screens and up to the middle platform.

Now jump the mine and run to the right (you're being followed by a travelling disintegrator). Jump the pit, go right and shoot the droid as rapidly as possible. This will open the door, so roll through the small passage beyond it. You'll fall and finish the level.

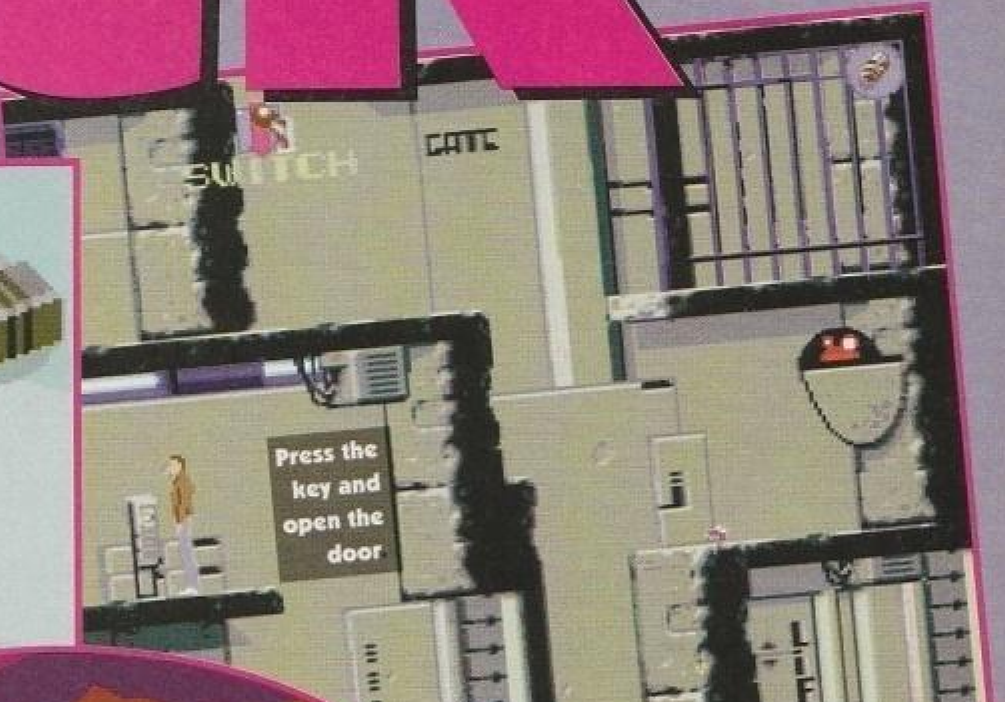
GATE
BEN ZUUM Engine
FORCE FIELD

Gun out... Force Field on... eat this copper...

Blam! Blam! And other such sound effects.

# BACK

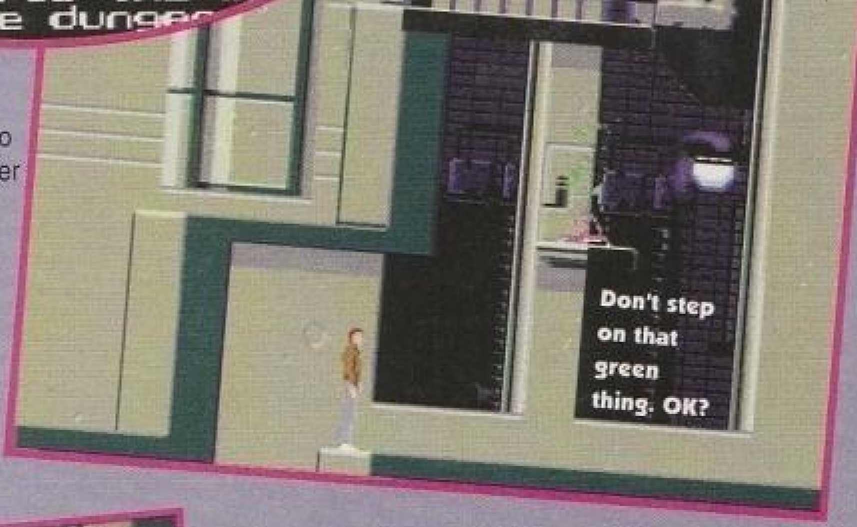
Ah, so that's where I put it.



Press the key and open the door

...Throw the w
to the dunge

What on earth is he trying to grab hold of?



Don't step on that green thing. OK?

## LEVEL 5: SECRET BASE PASSWORD: CHIP

You've been caught. Still, eh? To escape, roll past the guards off to the right, run off the ledge and go left to pick up your gun. Blast the guards and pick up the key one of them drops. Walk right and activate the switch above the lock, then open the door and climb up and off the top of the screen. Climb up again to the top, timing the ascent to miss the disintegrator. Careful now.

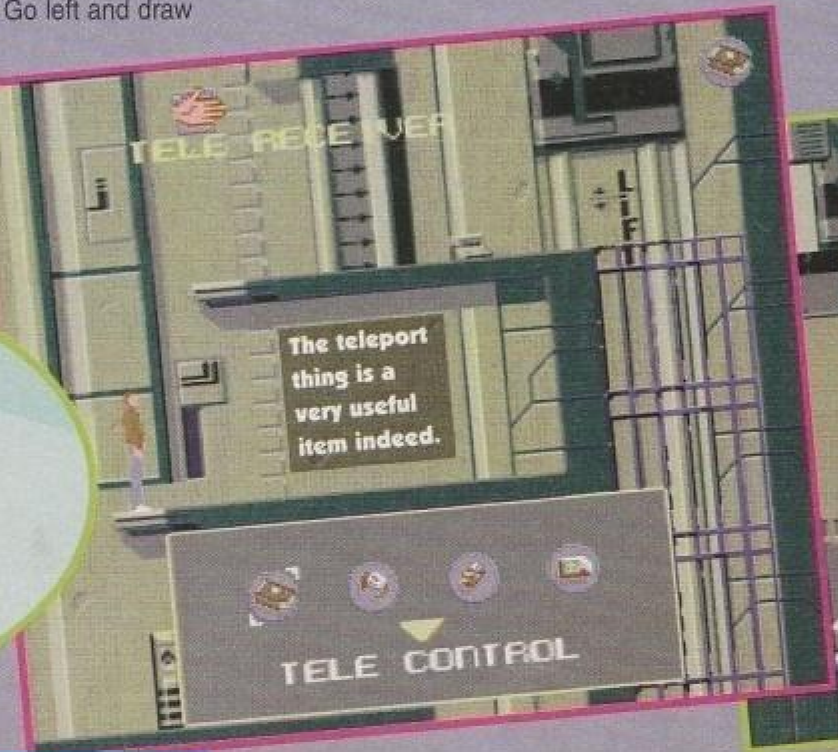
Climb up to the middle platform and when the disintegrator turns off jump down to the bottom and blast the guard. Pick up the teleport and the teleport receiver, climb back up to the middle platform – again avoiding the disintegrator. Jump up to the top platform and shoot the guard. Grab the key. Return right and climb to the top platform. Now throw the teleport receiver to the right, and use the teleporter. You'll appear on the next screen where the receiver is. Pick it up and open the door, then throw the receiver down the hole. Teleport again, pick up the receiver, and go left and down.

Shoot the morph to open the door, go right (kill the morph), and left at the bottom (not forgetting to the kill the morph). Go left and draw the disintegrator towards you. Return to the right, move up close to the door and, when the disintegrators have gone, walk quickly back left, jump over one gap and throw your teleport receiver. Use the teleport control to skip over to the other side. Climb up, lower yourself down (don't jump or walk off the edge - it's too high) and walk left into a big teleporter. There. That's that over with. Or is it? Or IS it? OR IS IT?

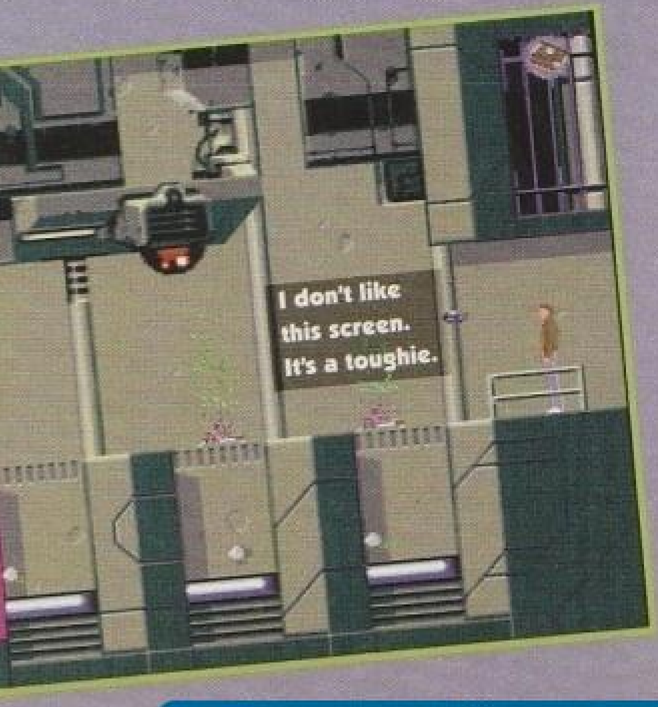
No. But it certainly will be next month.

● *PAUL MELLERICK*

His hand is looking very pale indeed.



The teleport thing is a very useful item indeed.



I don't like this screen. It's a toughie.

# WIMPED OUT?

Then you need...

# THE LAST RESORT

with Rich Pelley

**He rolls the beauty of Claudia Schiffer, the brains of Stephen Fry, and the cooking skills of Delia Smith into one. Arise, once again, for the wisdom of Sir Pelley of Rich.**

## LOOSE ENDS

THESE READERS HAVE PEELED THE TANGERINE OF AMIGA GAME DESPAIR, ONLY TO FIND A SHRIVELLED, SOUR, PITHY SPECIMEN WITHIN. CAN YOU PROVIDE A SWEETER ALTERNATIVE?

**Q** "Last night I had a vision. An angel did fly down from The Heavens and did plea with me to help him. He did tell me a tale of woe and despair, a tale of the sinister Hamble and her demonic forces and their evil plot to destroy the earth. But, the angel did tell me, there was still hope. I must seek the one called Rich Pelley and ask him thus:

'In NIPPON SAFES INC, how do you (a) get out of the museum cavern with Dino? and (b) guess the number of balls in the pot with Doug? Oh, and (c) what do you do when you've arrived at the SUBU district with Donna as you can't appear to enter any of the buildings?'

The angel did add, "If the Mortal they call Rich can defeat the Satanic might of Hamble, he will be greatly rewarded. The seas at Weston-super-Mare will part, and out will rise his friend's mum's car in full working order." And with that, the angel did disappear in a puff of smoke. Can you or any of your minions help, Rich? Remember – the fate of the world rests in your hands."

**Madcap, Lord of The Blue People**

**Q** "I'm hopelessly stuck on ROBOCOP 3. The problem is on the church level. I've successfully killed all six of the rebels in the church entrance, descended to the lower level and kicked more than enough *("Ted Wass, minor US comedian, attempted to replace Peter Sellers in Curse of the Pink Panther." – Ed).* But as soon as the number of terminations reaches sixty, the message "All Rebels destroyed or fled" pops up, and the media-break woman comes on saying, "Motor City mourns the death of Robocop". Where am I going wrong? Do I need to go to some location, or kill one particular rebel? Or do I need to do something else before going downstairs? Or what?"

**Chris Kerger, Swindon**

**Q** "On LEGEND OF KYRANDIA, in Shadowrealm (the third chapter), I am stuck by the Fire Berry Bush near the Pantheon of Moonlight. I go right and down, but cannot go down again. According to the complete solution you ran, ooh, sometime back in the Ramshaw Not-quite-so-golden-as-the-Bielby Age, this is the only way that you can go – but my conclusion is that someone has got their wires crossed along the line. Can anyone suggest another route that will set me right?"

**Matthew Bacon, Nelson**

**Q** "I am stuck on THE HITCHHIKER'S GUIDE TO THE GALAXY *(Yowser – Rich).* When you're in the dark area, right after you've used the small black device, what do you do?"

**H Fox, Stratford**

**Q** "I am having problems on Renegade's RUFF AND TUMBLE. I can't get past level two, so could I have the code for level three? I will even assassinate Isabelle Rees in return."

**Myles Cocrane, Dundee**

**Since it started back in issue 13, The Last Resort has pondered 1124 questions on 378 games, dedicating 80 pages to directly helping 273 dames and damsels in distress, thrown open 456 pleas for help that the unfortunate host of the column just wasn't able to answer, thankfully received 329 useful letters from readers who were able to come to the rescue, and made 21 decent jokes. This issue, we're hoping to increase those figures to 1137, 382, 82, 286, 461, 333 and, er, 22, respectively.**

### JURASSIC PARK

**Q** "I've got as far as the final password (D564A762), the underground tunnels, but have come to something of a cropper from here. What should I do, Richy?"

**Alice Stoakley, Pontleypool**

**A** (Clears throat) Once you have activated the power supply you will be informed that the route you entered by is now overrun with Raptors and that you must proceed to the visitors centre via the underground tunnels instead. You should have the goggles – if not, then you must return to the first section of the maintenance shed and retrieve them. Then head southeast, west and west to the lift and underground tunnels. Here, go east, south, east, south, west, west, west, south, south, east, east, northeast, east, southeast and north to the lift. Make your way through the tunnels to the lift, then go south, east, south, south, east, east, north, north, east, south, south, south, west, north, west, west and north to the second lift. Once in the basement, go southeast, north, east, southeast, north, east, east, north, west, west, southwest, west, north, east and northeast to the lift. You will

# CASES CLOSED

IF IT WAS POSSIBLE TO WRAP UP OUR THANKS TO THESE READERS AND SEND IT THEM THROUGH THE POST, WE WOULD. NO, REALLY GUYS. MUCHO GRATIS.

### CANNON FODDER

**Q** Cannon Fodder may, in these pages, have been given publicity which Princess Di would be grateful for, allegedly, but that didn't stop 'Suicidal' of Yorkshire writing in to ask about mission nineteen. "I still can't do it," he wept. A Samaritan, Commander Fox, dishes out the tissues.

**A** "Send all your men to the top building and hide behind the right-hand side. Split off two men with no guns or grenades to the bottom left-hand pad. Terminate any soldiers with extreme prejudice, and stand on the pad. Now send a man to the top pad, stand on it and get ready to rumble! Send two more men into the fray, and head for the bottom-right pad. As soon as you stand on it, it should flash. Now run out of the turret's range and jump on in. The chopper has heat-seekers, so simply fly around and kill. Everything."
**Commander Fox**

### MANIAC MANSION

**Q** Alex George of Towcester was having an (a) to (g)'s worth of problems with this ancient point-and-clicker.

**A** "The chainsaw and crate have no use, the gas is non-existent, you can't open the drawers on the cabinet, and only Wendy can use the memoirs on the typewriter. As for the wires you asked about – they are used to power the games machines in the arcade. In order to repair them you will need the tools and flashlight, making sure that the power is off first. Make sure that you play Meteor Mess, as that contains the combination to the door that you didn't know how to open."
**Philip Squiggle, Poole**

### LOOM

**Q** "Gumph," concluded Christoper Hutchinson of Aberdeenshire two issues ago. For could he get anywhere at all on the second level? Could he heck.

**A** "From the beach, head to the woods near the purple flowers. Take a left turn and copy down the farmer's draft. Go to the cliff and the Emerald City, go right and double-click on the window. Cast the draft (from the farmer) backwards, walk through the door ahead of you and double-click on the men to hear the conversation. When they go, enter the crystal and double-click on the bell to ring it. When it has rung you will be teleported upstairs. That ought to be enough, Chris."
**Philip Stillcan'treadit, Poole**

### LEMMINGS 2

**Q** Lemmings 2 (Rich closes eyes, takes deep breaths and counts to ten). Fran Jones of Wigan was stuck.

**A** "Beach Level Three: Make a lemming jump right and kayak across the water. At the far right of the ledge dive down into the water and kayak again. When the lem is forced to turn around, make him jump left on to the slope which will take him back to the top of the screen. Now glide him to land on the metal platform to the lower left. Plant the two bombs at the wall of sand to get underneath the rest of the lems and laser up to free them. When the lead lem of the freed lems reaches the edge of the metal platform, make him jump ahead of the rest. When he turns around and walks left, make him pour the glue to fill the gap so that they can reach the exit.

"Sports Level Four: Make a runner jump left over the obstacle to the ground below. At the top of the slope, have the lem shim across over the blocks. At the bottom of the column, make the lem platform across the gap. When the runner reaches the water before the exit, make him form a rope-bridge up to, and down from, the block in mid-air. Use a fencer to remove the small block of earth which is trapping the rest of the lems.

"I answered Egyptian Level Five in level 46, so I'm not doing it again!

"Medieval Level Four: After the first drop, build three stacks, one on each of the next three platforms. This will leave you with all but one lemming trapped. With this lone lemming, pour glue over the first gap and surf across the boiling oil. When the lem becomes trapped in the pit at the bottom, pour sand to the left, glue across the gap and club through the wall. Do not use a trapped lem to club through the wall, or they will remove part of the glue platform. Pour sand to the pit's right to exit.

"Space Level Three: Make the first lem climb right. Make him a slider and a runner. Now, as a climber, you can make the lem jump on to walls and he will hold and start to climb. Using him, jump the first gap to land on the wall. Jump the next two gaps from the top of the columns. When the lem reaches the bottom right-hand corner, make him jump up on to the wall to the left. Make the lem shimmy over the exit and build a platform over the gap to the left of the exit and fence left to make a tunnel. (He'll be forced to turn back after a while.) Meanwhile, when all the lems are on screen, get one to stomp straight down, with him being aligned through the gap in the metal blocks below. At the very bottom fence to join the first tunnel."
**Michael Pickering, Hull**

now be in the Visitor Centre, where you will be informed that the raptors have broken through the glass, and that your companions are going to use the ventilation shafts to get to the lobby, and that is where you should meet them. (The lobby is the round room that you left earlier to get to the outside enclosure.) Go south, south, east, north, east, east, south and west to the stairs. West, south, east, south and walk to your companions.

### INDIANA JONES AND THE FATE OF ATLANTIS

**Q** "What do you do once you've landed in the Nomad Camp? Sophia falls down a hole and I can't get her back!"
**David Smith, Ipswich**

**A** This game again? Why doesn't anyone ever write in to ask about any new games or are they all easier these days? Or is it that I only know how to sort out problems on two-year-old games? Er. Anyway, no need to worry about Soph, Davesouth, east, north, east, east, you will be reunited with her in due course. Take the ladder down the big hole and pick up all four objects. Once in the light, the piece of tubing turns out to be, in fact, a hose. Use it with the petrol cap on the truck and the clay jar with the end of the hose and return to the hole. Locate the filler pipe on the 'metal thing' (ie the generator) and use the gas-filled jar with the filler pipe. Push the 'little metal thing' (that's the button) on the 'metal thing', and a little light will be thrown onto the subject. Walk to the right-hand side of the room and use the ship with the crumbling wall to expose a large disc. Use the wooden peg with the large disc, the Sunstone with the peg, and take a look at what you've done. Check the dialogue to see where to set the Sunstone, then line it up accordingly (looking from the point of tall horns). Hello Sophia.

### CREATURES

**Q** "Is there a cheat for Creatures? To come to the point."
**William McMillan, Liverpool**

**A** "Yes. Pause the game and type A FINE KETTLE OF FISH, then use the function keys to skip levels. To come to the answer."

### ADVANCED LAWNMOWER SIMULATOR

**Q** "I was thinking of buying a new lawnmower, and was obviously thinking of purchasing the Qualcast HS25 Hoversafe (rrp £49.50). Or maybe It'd be worth saving up for the Black & Decker GR360C (rrp £130) instead. What's your advice?"
**Worried, Sheffield**

**A** The HS25 indeed looks tempting. But wait... With its built-in break blade, lawn stripe facility and 900 watt power output, I'd be inclined to plump for the good old '360C. Just think what it'll do for your social standing.

Well, once again it's time to sharpen our pencils, climb into our smocks and stretch out some water-colour paper as we draw this month's Last Resort to its inevitable conclusion – not forgetting to delicately sign the masterpiece in the corner with a "Write to:

**The Last Resort,**
**AMIGA POWER,**
**30 Monmouth Street,**
**Bath, BA1 2BW"**

signature before deciding maybe it wasn't very good after all, and heaving the thing in the bin. "Laters," as I'm particularly not fond of saying.

# DO THE write thing

**Another issue and yet more wittering idiots have found the time to write to us. But enough about our PR friends... These pages are for you to be silly, and us to laugh at you.**

**● Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.**

### "THOROUGHLY ATTACKED WITH A LARGE IRON SPIKE"

I'm sorry, but I'm with Henry the Lion from Bromley on this one. The subject of my righteous wrath is (trumpets please)... da-da-da-da-daa... (thank you) MR BRETT DAVIS. MAY HE DIE IN HIDEOUS PAIN WITH SHARP AND RUSTY IMPLEMENTS PROTRUDING FROM HIS HEAD.

Yes, if "American Rock Star" Davis comes hacking through the potato fields of Norfolk with his "khaki shorts and pith helmet" he can expect to have his legs well and truly hacked off at the knees. Why?

A few Do The Write Things ago he proclaimed his love for the lovely Isabelle Rees. HOW DARE HE? The blackguard. Scum of the earth. The green rim around the *("Cereal" – Ed)* bowl of Satan. Isabelle Rees is my ONE TRUE LOVE. Anyone else who says different will be thoroughly attacked with a large iron spike, IN THE NAME OF THE BABE ISABELLE. These holy wars by the Church of Rees must take place to PURGE THE FALSE PROPHETS. And all that.

If you are ever in Norwich, Isabelle, give me a call. People of the world, write to me please, for I am terminally bored. Address all mail to the Lemon Tree Hotel, Gorleston, Great Yarmouth. Isabelle, you are the small plastic funnel in my distillation kit.

**Alistair "I luv you, Iz" Davie, Yarmouth**

*Terminally bored or terminally ill?*

## BROKEN HEART winner

### "I PROMPTLY SWOONED"

**Dear AP,**

**May I use your pages to propose to that fine hunk of a creature, Bob. He is gurt lush, and I want to make mad passionate love to him. Upon seeing his face I promptly swooned and vowed to love him for ever and ever and ever. I have enclosed a photo that you could possibly send on to him, or even put on Do The Write Thing. This is a dedication of my undying love for him. Bob, say you love me, p-p-please.**

**From Sparky (and David Whitley. Not that David Whitley has a perverse interest in hamster. He was just translating the gleeful squeaks), Loughborough**

***Sparky, you clot. If you had managed to put off swooning until you had read the letter accompanying Bob's pin-up pic, or had paid attention to any Bob coverage in past issues of AP, you would have discovered that BOB IS A GIRL and not at all hunky. She is, however, gorgeous. Next.***

### "FLOPPY AND THUS USELESS"

My goodness, all the signs were there. What am I talking about you mumble (probably). Well, my story starts a few years ago...

(Wibbly wobbly effect)

There was once a magazine... like yours. Funny, and about computers (in that order)... It closed... then there was another... also the same... it also closed... mysteriously... Hmmmm.

(Another wibbly wobbly effect)

Then it hit me... The signs... They were funny, they were about computers, AND THEY EACH HAD LETTERS FROM LUDWIG LEDBURY BOMBARDED AT THEM.

But thankfully you haven't had the final nail in the coffin – STAPLES. Yes that's right, I said staples, thus making your magazine a laughing stock at the newsagents – all floppy and useless. Thus I thank the heavens that this hasn't happened. Well, not yet anyway.

Life without AP would be like, err, dunno. (Yeah, end on a good note that makes no sense at all. I never was any good at English anyway.) Well, that's my time up... I'll leave you alone with yourself. Good or bad? You decide...

**Martin Trusty, Conspiracy theorist**
**Trusty@shaft.demon.co.uk**

*"Revisionist historian", surely?*

### "WASH AT EVERY POSSIBLE CHANCE"

Ooh, hello AP,

You must be the truly brilliant "magazine of champions." The Magazine With Attitude (for no extra charge). You truly are to the nation what Gillette™ is to bearded men. Or are you? Or ARE you? OR ARE YOU? At least we all know AMIGA POWER (all bow) is not smelly or flea-ridden. You cannot be dirty. You wash at every possible chance. You WASH SO MUCH THAT YOU SHRINK. It is the ONLY excuse. THERE IS NO OTHER EXCUSE.

"Mental Software, Mental Software, MENTAL SOFTWARE. They solve all your problems and make you have nice dreams."

*Tennis Champs*, let's look into it.

Bernard Brick, 19, from Bromley – "I had fatal heart disease which needed a 15th operation next Monday. I was fighting for my life. But when I played *Tennis Champs* the other day I feared no-more, as I am now cured! Huzzah."

Milley Smith, 11 from South East London – "I

http://www.oldgamesitalia.net/

# DO THE write thing

watched my first 'Freddy' film last Friday, and I have had nightmares about 'Freddy' coming up in the night to rip my eyeballs out. The night after I played *Tennis Champs*, and all I dream of now are fluffy bunnies and sheep playing with lanky orang-utans in a rainbow."

Faithful since issue 1 (sob),

**The Brewery of Ruslip**

## QUIET SIT-DOWN winner

### "I CAN'T KEEP UP THIS CHARADE ANY LONGER"

Dear AP,

Hello you. With most of the AP team being afficionados, I wonder if you know of the brilliant way in which ITV enhance the films they screen? I recently sat down to watch The Last Boy Scout and was delighted to discover that not only had the boring swearing been cut out, but every fifteen minutes I was delighted to see a series of short films extolling the virtues of various new consumer items I was previously unaware of, despite seeing the adverts EVERY TIME I SWITCH ON THE BLOODY TELEVISION.

Nope, I can't keep up this charade any longer – why is it that ITV think that people enjoy films which have been sanitised beyond belief? Do the advertising executives live in the real world? It's strange in the way that they deem it perfectly acceptable to show people being blown to bits at any time of the day in programmes like the A-Team, but if anyone uses stronger language than "shucks", or "darn" before 3 AM, they are dubbed over by an actor apparently picked for having a completely different voice, and sex, to the actor they are replacing. No, to TV executives it is infinitely more traumatic for a child to hear Bruce Willis call a man who is pointing a gun at his daughter's head a *("Sitar Plucker" – Ed)*, than to see Damon Wayan's hand being blown off. And so the child will sleep happily tonight, safe in the knowledge it will never hear a swear word, thanks to one old woman in Galgate who has nothing better to do than write letter upon letter upon letter to Anne Robinson, and who ITV assume to be representative of the entire population of Great Britain.

But you, readers of AMIGA POWER can rectify this situation. Break into the houses of TV executives at five to nine in the evening, call him a *("Mastodon" – Ed)* then shoot him in the hand. Ask him which he found more traumatic. Do the same five minutes later, and ask if it does not hurt after the nine o' clock watershed. Then, every time a "sanitised" film is shown on television, go on a kill-crazy copycat rampage ANYWAY and blame it on the fact that there WASN'T any swearing or violence in the film. That'll shut Mary Whitehouse up. Remember, it's YOUR mind they are messing with.

Yours 'Egeanoisely',

**Chris Davies, Lancaster**

*We agree with Chris. Up to a point.*

### "WE HAVE BECOME ACCUSTOMED?"

Dear AMIGA POWER,

A Tale of Two Programmers. A play in two short Acts:

Act One. The scene: Team 17's plush HQ.

The characters: Two shady looking Team 17 programmers. An angry AMIGA POWER reader.

Programmer A: Those clean living, truth disseminating, muddy funsters at AMIGA POWER have given yet another one of our games a bad review.

Programmer B: Don't they realise we have bar tabs to pay off and expensive restaurants to visit? Where else can we discuss our next generic platformer/shoot-'em-up/driving/RPG game in the comfort to which we have become accustomed?

Programmer A: Do not fret Programmer B, I have a cunning plan.

Programmer B: Yes, yes…

Programmer A: We won't give those damned interfering POWERsters copies of our new games. Then we will be able to get them on the shelves and shift loads of units before anyone can find out whether they're any good or not.

Programmer B: Yes, and we can rely on the other Amiga magazines to give us good reviews – they know which side their bread is buttered…

Programmer A: Our coffers will overfloweth again. Hurrah!

Programmers A & B start to exit stage left sniggering and cackling in an evil money grabbing manner. But before they make the wings, they are stopped by an angry voice attached to an angry AMIGA POWER reader who strides righteously from stage right swathed in a black cloud of fire.

Angry AMIGA POWER reader: Stop you bounders! You realise, of course that your fiendish plan WILL NOT WORK. Let me explain: You can fool some of the people, some of the time, but you cannot fool AMIGA POWER readers at any time. The Amiga games buying public are not stupid. What have you Team 17 programmers got to hide? Surely if your forthcoming games are any good, then you will have nothing to fear from AMIGA POWER's 'hard but fair' games reviewing system. Why are you trying to rip us off? On behalf off all AMIGA POWER readers I say unto Team 17: "Go forth, begone and take thy stinking generic platformer/shoot-'em-up/driving/RPG games with you! Do not darken the door of our beloved AMIGA POWER again until you see the folly of your ways. Begone foul programmers!"

Programmer A & B make rapid exit stage left.

Act Two:The Scene: A public house of ill repute somewhere in the vicinity of Team 17's HQ.

The Characters: Two shady Team 17 programmers who now look dishevelled and out of breath.

Programmer A: We've been rumbled! Curses.

(Jumps up and down in way similar to Dick Dastardly in Stop the Pigeon.)

Programmer B: Sob!

(Cries into empty beer glass.)

Yours with a hey nonny no,

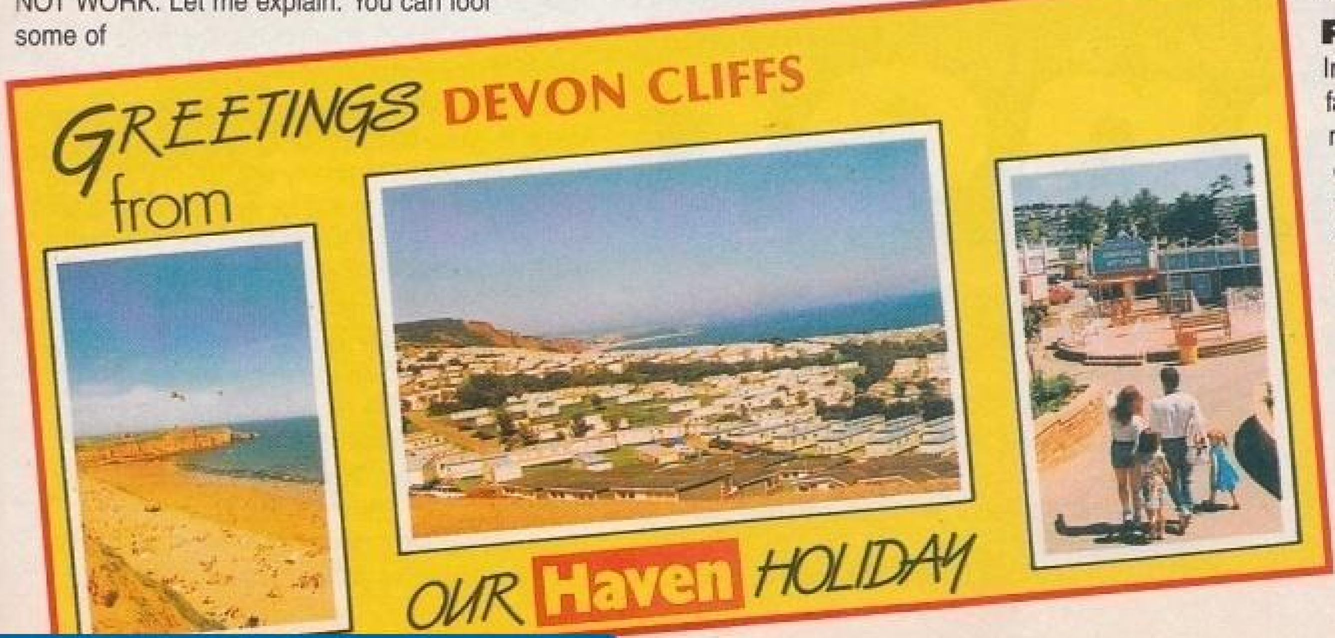
**Francis Donlevy, Bromley**

*Of course, all true AMIGA POWER readers will know that calling the said cartoon 'Stop the Pigeon' is incorrect; it is merely the chorus from the theme tune of 'Dastardly and Muttley in their Flying Machines.' ESSENTIAL INFORMATION HAS BEEN DISSEMINATED.*

### "SCOOBY SNACKS"

Scooby Snacks are spiked with highly addictive drugs. THAT IS HOW THEY CONTROL HIM.

**Erik Estrada, London**



### "WEPT LOUDLY AND PROFUSELY"

Imagine my excitement when I received that familiar blue package through the post this month, what with reviews and demos of *Gloom* etc. Then, imagine how annoyed I was when I saw the size of the thing. I suddenly felt so inadequate amongst the other members of the Amiga community. I thought that I could keep it to myself until I happened to chance upon it in my local DISTRIBUTOR OF ESSENTIAL INFORMATION and I felt so small compared to all the others. How can AF be more than twice the size and the same price? I broke down and wept loudly and profusely until I was arrested by the police for breach of the peace and was ➤

fined £30,000 pounds (something to do with means testing). This had to be the most expensive AMIGA POWER ever.
There was a serious point in there somewhere.
**genstaff@dillons.co.uk**

*Didn't we stop doing that joke over six months ago, when it stopped being funny? Stop showing-off, it's not big and it's not clever.*

### "RELEASE A MINIMALLY MODIFIED AMIGA"

AP,
You are clearly criminals letting your price inflate. But you only get second prize. Escom™ – the sinister organisation behind buying, struggling and gone-bust computer companies – are planning to re-release a minimally modified Amiga™ 1200 at a price one pound short of £400! Four hundred pounds (only)! Quatre cent pounds!!! WHO IN BLOODY™ HELL WOULD BUY THAT!! THAT'S WORSE VALUE THAN RISE OF THE ROBOTS™!! ESCOM™, YOU CLEARLY ARE A BUNCH OF FOOLS™ TO DO THAT! LOWER THE BLOODY™ PRICE – DO IT NOW!! You don't need to have won Mastermind™ to work out that this is a COMPLETELY STUPID™ move by Escom™. If this continues the Amiga™ will end up like one of those baddies from a James Bond movie. This will be a bad thing, and not a good thing, because AMIGA POWER will also perish. We can't let this happen. LONG LIVE THE DECENTLY PRICED AMIGA (£200-£300) AND ALL ITS AMIGOS.
**The SN Hardy of Sheffield**

*We agree with SN.*

### "I'VE PLAYED PETE SAMPRAS"

Dear AP,
I'm just writing to say what a load of total crap the AP52 coverdisk game *Tennis Champs* is. It is utterly, utterly, miserable in every respect, from the poor graphics to the unresponsive controls. I've played *Pete Sampras* and I didn't like that either, but it's absolutely fantastic when compared to this piece of cack. You obviously haven't played it otherwise you'd know that the computer-controlled players are FAR TOO GOOD. I've played it quite a few times, convinced that it was I who was in the wrong, and all I needed to do was to master it, but no, it is impossibly hard and REALLY *("Little Misses and the Mister Men"-Ed)* me off. So if you don't mind, could you write back to Elton Bird and tell him it's neither big nor clever to pass off this kind of tosh as a game, and re-do it so it's a tad easier and has a better control system. Also, a real season of tournaments, more characters and a ranking system really could make this game the best since *Pro Tennis Tour 2*, and I can't get hold of a copy of that.
**Matty Wills, Stockton-on-Tees**

*Endeavouring as we do to correct any misapprehensions you may be labouring under, we are pleased to inform you that YOU ARE WRONG. Too hard, Matty, or too hard FOR YOU? Sounds like you're a tad 'ability-hindered' to us. If you're that bad, play it two-player so that both participants are 'disadvantaged'.*

### "I'VE JUST BEEN TO FRANCE"

Dear AMIGA POWER,
I've just been to France. DO NOT GO THERE! IT IS THE REALM OF SATAN HIMSELF! Observe as he phones RENT-A-CROWD to fill the BEACHES with people FIVE MINUTES before we arrive, and as he DESTROYS CLOUDS SO THAT THE SUN WILL SHINE BRIGHTLY ON ALL THOSE DWELLING THERE AND FRAZZLE THEM TO A CRISP! The only good part of my holiday was when I purchased a large, tasteless, inflatable plastic banana! Truly the tasteless Object of Champions! My feeble-minded brothers have succumbed to the LURE OF THE DIABLO! Truly such a ludicrously designed toy could have been brought forth by Satan himself! And these brightly coloured elastic band powered rats with burning red eyes, which go in exactly the opposite direction you want them to! On the whole, not a good holiday.

Oh well, that's all for now. REMEMBER! J NASH IS ALWAYS RIGHT!
Live Long And Prosper *("O" – Ed)*,
**Nicholas Leslie Brian Reginald Wilson, Ulverston**

*If any of our French readers are still with us, we're sure Nicholas is joking. Just to be sure, Cam's gone out to France to check up on it. He'll no doubt report back to us all. J Nash says: "The statement I will make next is false."*

### "SHE CREATES WORLDS FOR US"

Dear AP,
Why do readers find Isabelle Rees an object of fun? She creates worlds for us and they put her down. I don't like it because she is the meringue of the letters page. I would get her number but I don't have a phone. What happens to old games? Who plays them? I've not seen the 'All Games Ever' book anywhere, where is it? The hard bloke on the cover scared me. I almost didn't buy the magazine. The impetus to write to you comes from a new issue of the magazine. If the magazine stopped being published it would be difficult to write to you. Again, no complaints. You are amazing, keep this up if you can!
Yours,
**Waterworld Gulag Olaf, Sheffield**

*You have no idea how many letters this guy sends in. We think he must be perfecting his English. Olaf, which country are you from exactly?*

### "UNFORTUNATE AMERICAN THAT I AM"

I am forced to pay the above price for your publication being the unfortunate American that I am. I would first of all like to admit that I think you're witty (for British saddos). Second I'd really like Escom to develop a market for the Amiga in the States. As it stands, I can only get Amiga games at one store in my state (Florida). I'm also a big fan of Pop Will Eat Itself, and would really like some information on where I can get a sticker???
Yours,
**Don't be so formal call me daddy.**
**question.authority@mercopus.com**

*Stickers are freely available from sticker shops. Obviously. J Nash says: "The statement I made previously was true."*

### "TO DRAW A RED"

Dear AP,
Incredible. Once again Amiga defeat has been snatched from the jaws of victory. While Commodore were just naive and inept, at least they had some sort of vision. Escom, on the other hand, are either terminally stupid, or terminally greedy. They seem to think that paying a bunch of graphic designers ludicrous sums of money to draw a small red square and say "It's technology" will save the Amiga, rather than, for example, packaging it with a hard disk and extra memory. At £400 the Amiga is no competition to the PC, which coincidentally, Escom also sell. In this price bracket the 1200 is also up against the Saturn and Playstation. Hmmm. *Super Skidmarks* vs *Daytona USA* vs *Ridge Racer*? Of course, *Super Skidmarks* is a brillant multiplayer game which will last far longer than the stunning-yet-shallow *Ridge* and *Daytona*, but those two have the power to shift loads of machines. If all new 1200s had more RAM and accelerators, then it could be comparable with these new generation machines. However, Escom seemed to have failed to grasp the concept that if the public don't think the Amiga's got anything going for it, they just won't buy it.

What all this boils down to is the triumph of the sinister global megacorporations over choice and creativity. Their marketing men won't be happy until we are all playing SuperMarioFighterSonic-LegendEasyToCompleteYet£60DisneyNoNew-IdeasGenericPlatformGame™ on our SuperOtaku-CDJupiterGotToBuyANewOneNextYearConsole™ drinking DisneyTieInCokeDrinkSugarOver-LoadCola™. The Amiga has had the most colourful history of any home computer, and has been the most creatively-used computer ever. After the Amiga is gone, bedroom programmers will be a thing of the past. Originality will die, murdered by popularism and the quest for ever-increasing profit.

The Amiga isn't totally dead yet. If Escom radically redefine their marketing plans for the Amiga, they might even sell some. Unfortunately, they can make make much more money flogging overpriced PCs to the affluent, while the rest of the country will probably plump for consoles. Home computing will die with the Amiga. There are alternatives like the Mac, but these are expensive for the amateur computer user. Imagine an Amiga/Mac combination. User-friendly, powerful, and with a massive software base. It will never

## CRACKING JAPE winner

### "PLEASE LET ME KNOW"

I have sent letter after letter to you and all I want is a bit of help. I'm not going to leave you alone unless you help me. You either know Sensible Software's e-mail address or you don't. Will you please let me know.

I hope this problem is sorted out and I get a reply or my subscription form will be ripped up immediately *(Oh no! Not the subscription form! - Ed)*.
Thanks a lot,
**steve whyley**
**steve@madmark.demon.co.uk**

*We do know Sensible Software's e-mail address. Satisfied now?*

# DO THE write thing

happen though. Corporate stupidity will take care of that.
**Tim Cant, Essex**

*Hang on – you're Tim the Wee Work Experience Lackey, aren't you?*

### "REES LASS, BUT TO NO AVAIL"

Blimey,

Looks like the 'Info-Super-Cycle-Route' is slower than was previously thought. We, the official 'Izzy Rees meet' organisers e-mailed you with the startling (and slightly scary) meet details over two months ago and you only just printed it! Better late than never.

Well, no sooner had we blasted the meet details across the *(Hnngh. – Ed)* .net, Izzy's mad, mad e-mails dried up! No longer were we treated to her insane ramblings and wacky stories about her love life. Instead – nothing!!

Seeking to remedy this, we posted many an e-mail to the Rees lass, but to no avail. None of our messages were answered! Did you notice that around this time AP stopped receiving e-mails from her?

So, unfortunately (depends which way you look at it!), because we were unable to contact her to arrange the finer details, the meet never took place! Perhaps it was a blessing in disguise? Who knows?

Bye for now,
**Robert Hazelby, Richard Pountney**
**robert@jabba.demon.co.uk**

*We think she was on holiday.*

### "ANY LEGAL NASTINESS"

Dear AMIGA POWER,
On page 111 of Amiga Format's Questions and Answers special from a couple of years ago, ex-AF editor Marcus Dyson said, "I have, on occasion, incurred the wrath of more than a few companies but until now we've managed to avoid any legal nastiness. I don't however do this by promising to say nice things all the time. If product (hnngh) is bad, I say so." Isn't Marcus one of the big boys at Team 17? Oh dear.
Yours sincerely,
**Alex Smyth, Sheffield**

### "FREE FOR A POOR PENSIONER"

Dear AMIGA POWER,
I'd just like to thank the bloke who, last Tuesday, was late for the tube leaving Holborn station. He ran on to the platform and stuck his arm straight through the open door. Being the great guy that I am, I was standing next to the door to leave a seat free for a poor pensioner. The 'punch' didn't hurt a bit, but began to ache later in the day. As I undressed for bed the same evening I discovered a large, fist-shaped bruise on my arm, in which knuckles could clearly be seen. A week later, it has come to resemble three closely-placed love bites.

When wearing T-shirts in this hot weather, I am forced to tell people the same story when they ask after my arm.

All this, and the bloke never apologised. People of his type will be the first against the wall when the revolution comes.
Yours arm-impaired-ingly,
**James Mitchell**

*Pensioners, eh?*

### "CRAP"

Dear AP,
While I agree entirely with you that The One was a pile of crap, I would like to point out that I do find the word "*("Sparse" – Ed)*" rather amusing.
Yours sincerely,
**Andy Sims, Malta**

*You are a fool.*

### "GO, GO, GO ON"

Dear Do,
There was a time when inventions were either named for what they did ('a video camera'; that's not too problematic, is it?), after the person who invented them ('a Wellington boot'), or given a brand-new word ('porridge'). That, of course, was back when people actually had ideas, rather than just stuffing a couple of other people's ideas together.

Now we have this abhorrent convention of just chopping up two words and gluing the bits into a single, ludicrous, portmanteau. *Camcorder. Brunch. Edutainment. Chunnel.*

Think of the world in 20 years' time. Okay, to make it easier, imagine this vile obsession had begun long ago and then picture how it would be now. How would we quench our thirst on these hot, dry days? "We've done it! We've finally got lemon juice fizzy. Jones, get Corona on the 'phone; tell them it's go, go, go on the *Flem* project." A group of executives sits in the conference room, passing around a deerstalker and brain-storming (it's barely a drizzle). Then Davidson suddenly rises to his feet, leans forward and slams the deerstalker down hard on to the centre of the table. He pauses a moment for effect, then looks at the others. "Gentlemen... it's tweed. It's a hat. It's a *Twat*." They bond, and the company is saved.
Yours, losing it, quite frankly,
**SF – The Letter, Wolverhampton**

*A pity we had to cut the three pages that led up to that signature being fantastically funny.*

### "THANK GOD"

Dear AMIGA POWER,
When Jonathan Van Davies joined AP, he looked about 21 years old. Now that he's at PC Gamer, he looks about 45. At his current rate of ageing, by October 1997 he will be older than the world itself. Therefore Streetfighter The Movie will probably be his last before retirement. Thank God.
Yours mailbag-fillingly,
**Brett Davids**

### "VISIT TO THE GREYER"

Dear AP,
Why, oh why do you neglect us loyal readers in Northern Ireland? I am, of course, talking about the cancellation of the AP roadshow visit to Belfast, which I certainly would have attended. Could you arrange another visit to the greyer part of the Emerald Isle again sometime?
**Jonathan Lavery, Belfast**

*The AP Roadshow. Dammit. We knew there was a joke we'd forgotten to keep going.*

## AND ANOTHER THING...

Darling Cam...
**Isabelle Rees, Surrey**

*Apparently she could be going to Uni in Bristol. Start panicking now, Cam.*

By the way, if Cam is the editor, who wrote the "Ed" comments in his Gamer Gold Compilation review?
**Michael Appleby, Newcastle On Tyne**

Just thinking about how crap the Dredd film will be, hurts my head.
**Rick, Purley**

*Judge Dredd has, in fact, found favour with AP. Except the bit where the flame goes the wrong way. And the bit where everyone turns up where the Angel Gang live even though the Cursed Earth takes up most of North America. And the Judges being quite clearly the most phenomenally stupid people in the entire world not to see through Jurgen Prochnow. And Silver being a small, fat, white guy. Etc.*

"11 Amigas in the USA." Cute, funny and sadly, not true. There are 15 Amiga users in the USA.
**Richard Hagen, Brooklyn, NY**
**Beverins@aol.com (B E Verins)**

3. The disks are feather-light and cheap.
**Alex Smyth, Sheffield**

*Alex, you are quite clearly mad.*

Maybe I have some kind of bizarre bracket fetish. (Hmm. Hang on. ((((((Oh, oh. Yes! Yes! Hnngh.)))))) Ooh, that was good. Although not funny at all.)
**Dave, Newcastle-upon-Tyne**

*Pure, unadulterated typography.*

I won't ask you to print this letter (see letter writing guide) as it seems so unlikely. The letter is mainly about Amigas and Amiga games so there's not much chance of it making the mag.
**Piker, Chester**

## AND THAT ADDRESS,

don't forget, is:

**Do The Write Thing,**
**AMIGA POWER,**
**30 Monmouth Street,**
**Bath BA1 2BW.**

Or e-mail us at:
**ampower@futurenet.co.uk,**
but we'll only reply in these pages, okay?

Politics Gopher Entertainment FT
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Travel Health Society Games Technolog
Computing Nature Science Magazines Dr

From t
makers o
the internet magazine
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IN ISSUE ONE...

Music
Conspiracy Theory
Sex
Newsgroup Confessions
Drugs
Star Trek Rogues Gallery
Sex
Religious Loonies
Art
Sex
Paul Morley on Net Culture
Nigel Floyd on Net Movies
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The .net Directory.

Thursday, 27th July
http://www.futurenet.co.uk/index.html

future

# THE BOTTOM LINE

**It's possible that some of you are currently in the process of leaving home. Then again, it's possible you're not. But if you are, which Amiga games should you pack and which ones should you burn? We know.**

## THE BOTTOM LINE

### (AND HOW TO UNDERSTAND IT)

★★★★★ Indispensable ★★★★★ Definitely worth the extra weight
★★★★ Try hard not to forget ★★★ DON'T try hard not to forget
★★ Leave in bottom drawer ★ Donate to local incinerator

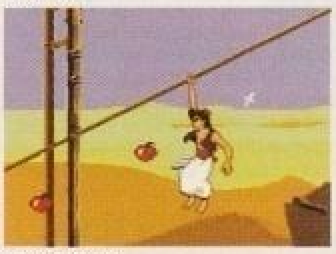
The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works... The top bit is easy:
GAME NAME
Publisher Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year.

**WHO'S WHO** CW – Cam Winstanley ● JD – Jonathan Davies ● JN– Jonathan Nash ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood
PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill ● RD – Richard Doidge ● CM – C-Monster

### AKIRA
**Ice £30 (£35 CD32)**

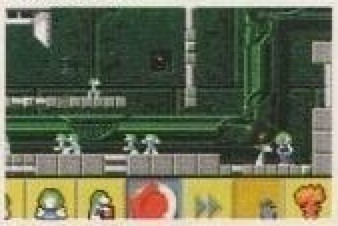
AP48 16% JD
Petrifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage*, is easily the equal in catastrophe of *Total Carnage*. Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★

### ALADDIN A1200
**Virgin £30**



AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

### ALL-NEW WORLD OF LEMMINGS
**Psygnosis £30**



AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Psygnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is frankly much more fun. ★★

### AMBERMOON
**Thalion £36**

AP51 30% RP
A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

### ANTS
**Kellion £15**

AP49 23% CW
YOU ARE THE ANTMASTER, and you must command your ants to CONQUER THE WORLD. An impressive idea – sort of *Sim Ant*, but good – but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, preferably in Greek, you've go it licked. An impressive idea indeed, but body death is a far more attractive alternative to playing the game it has spawned. ★

### ATR
**Team 17 £25**
AP48 38% JN
*Overdrive 2* via *Tower Assault*, more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with *ATR* you can thrill to the experience of driving blind, coming off at unadvertised corners and getting trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scrolled off the screen without chance of recovery, and the identical 'league' game just makes six people unhappy instead of two. The usual power-up/choice of car/shop sequences don't help. Buy the friendlier and grandly more fun *Micro Machines.* ★★

### BASE JUMPERS
**Grandslam £26**

AP47 70% JD
Aaron Fothergill's follow-up to *Jetstrike*, with a similar patina of care and attention to detail, but a noticeable lack of 'there'ness. It's a two-stage game for up to four players. First you scramble aloft a vertical platformy building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders*, and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite is the straitjacketed plunge to death) and causing hearty guffaws during play, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickliness in the multi-player mode and no-thanksment of the one-player game. Shame. ★★★

### BATTLETOADS
**Mindscape £20**

AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up. ★

### BEHIND THE IRON GATE
**Black Legend £25**

AP52 55% CW
Slickly programmed 3D shooty game that falls down on keeping the player happy by instead infuriating him at every turn. Each level opens with a hair-raising chase between you and the monsters as you scurry around trying to find (particularly groovy) weapons, develops into an exciting shootout as you pick off your opponents, and then collapses into wandering around an effortlessly confusing maze trying keys in doors and hoping you won't end up a key short because you got the order wrong. A strong finish as you set off a bomb and then sprint for the exit, but (again) those confusingly blank walls mess it up. Look out also for the awful passwords that lose all your weapons. It does, however, work (equally speedily) on the A500. A valiant attempt. ★★★

### BLOODNET A1200
**Gametek £35**

AP47 90% JN
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island*. And you get to shoot people without any tiresome moral questions being asked. It demands a hard drive and 2Mb of memory though.
★★★★★

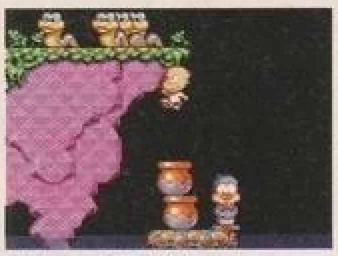
### BLOODNET A500+
**Gametek £30**

AP50 89% JN
Exactly the same, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's £5 cheaper.
★★★★

### BRUTAL
**Gametek £20**

AP53 27% SC
Beat-'em-up with animals that blows its single good idea (you start without special moves, but earn one every few bouts) by giving you an unfailingly unbeatable one on level four. (Get in a punch and then hide in a corner to defeat opponents one to three.)
★

### BUBBLE AND SQUEAK A500
**Audiogenic £26**
AP45 83% JN
Properly taking note of the ➤

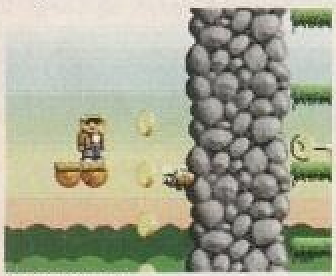


criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

### CANNON FODDER 2
**Virgin £30**

AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so. ★★★★★

### CHARLIE J COOL
**Rasputin £20**

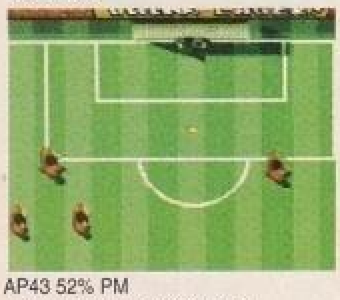


AP43 45% PM
A below-average platform game. ★

### CLUB AND COUNTRY
**Boms £30**

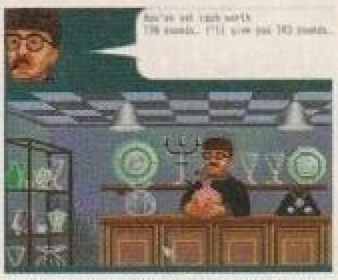
AP53 33% PM
Fearsomely well-presented, but – oh no! – clotted and boring footy manner.
★

### CLUB FOOTBALL: THE MANAGER
**Teque £30**



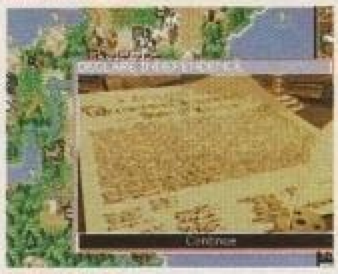
AP43 52% PM
A 2%-above-average football management game.
★

### THE CLUE
**Neo £30**
AP43 60% JD
Who remembers *Dodgy Geezers?* (They're only nice lads at heart.) How about *They Stole a Million?* Well, here's the Amiga version.



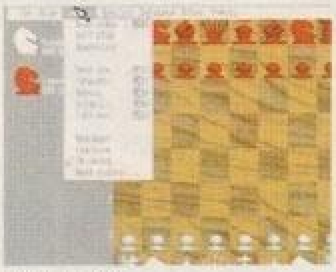
Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest.
★★★

### COLONIZATION
**Microprose £35**



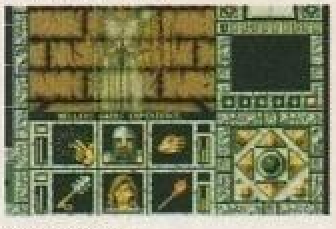
AP52 93% SF
Hugely engrossing sim by TV's famous Sid Meier, covering the colonisation of the USA from whomever's point of view you damn well please. (We tend not, for example, to slaughter the natives.) Turn-based and predominantly action-free, you'll nevertheless find your children becoming successful senior accountants before you think to turn from the screen and tell them it's time for bed. Protect and survive! Produce and sell surplus! Attack the French! Declare the Dutch heretics and start a religious war! All can be done here and all but a small part of what is, essentially, America – but on the Amiga. And it runs on an A500.
★★★★★

### COMPLETE CHESS SYSTEM
**Oxford Softworks £35**



AP45 81% SF
Chess.
★★★★

### CRYSTAL DRAGON
**Black Legend £30**



AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

### DAWN PATROL
**Empire £35**

AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hngh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky.*
★★★★

### DEATHMASK
**Alternative £26 (£30 CD32)**

AP47 62% SF (69% CD32)
Every review we've seen of this damns it for not being *Doom*. Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls.
★★★

### DRAGONSTONE
**Core £30**

AP46 49% CW
SNES *Zelda*, but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it, or take it not; we care for neither.
★★

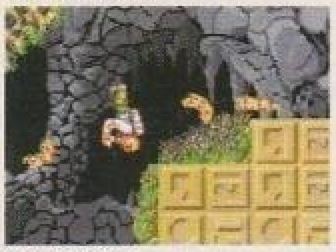
### DREAM WEB
**Empire £35**

AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

### EMBRYO
**Black Legend £26**
AP43 62% CW
Potentially staggering 3D flight sim

(sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

### EXILE A1200
**Audiogenic £30**



AP49 89% CW
Prettied-up (and CD32 joypad-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom*, sort of single-player *Gravity Force 2*, it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. Quite fabulous. If you can cope with the 'keyboard madness' controls, go for the otherwise identical original, now out at £15.
★★★★★

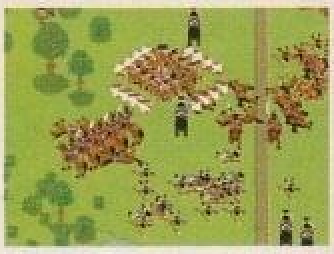
### EXTRACTORS CD32
**Millennium £30**

AP50 62% CW
Sequel to *Diggers* that hasn't learnt from the original's mistakes.
A *Lost Vikings* sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base). Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal.
★★★

### F1 WORLD CHAMPIONSHIP EDITION
**Domark £30**

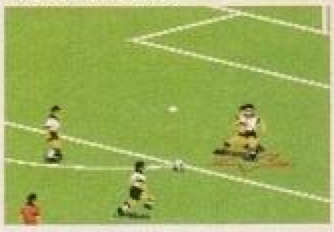
AP51 67% PM
It's *F1* again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire day when the original game came in. Domark have also improved the graphics slightly, and have promised to include a save game option after we pointed out you had to stick at it for hours to play properly. But you'd still be better off buying the original.
★★★

### FIELDS OF GLORY
**Microprose £30 (£35 AGA)**



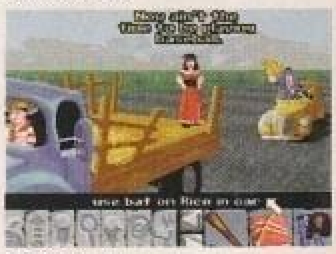
AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

### FIFA SOCCER
**Electronic Arts £30**



AP43 76% CW
Swap-laden Mega Drive conversion (six disk swaps and as many minutes to get started on a half) that suffers from clumsy and 'spongy' joystick/keyboard-combination controls (unless you'd rather have the computer randomly pick a move 'context-sensitively'). Even on a player-controlled team the computer players on your side are far too clever, running in and taking the ball when they should just be keeping up to set up passes. But it's exciting, with insane 'special moves' and good handling of the unusual skewed 3D perspective so you're never 'lost'. The A1200 version doesn't need so much swapping. It's hard drive-installable.
★★★

### FLIGHT OF THE AMAZON QUEEN
**Renegade £30**



AP51 84% JN
1940s comic book point-and-click adventure from fans of the Lucas Arts games, so it's funny, charming, looks beautiful and plays like a raspberry ripple. Even the music's good. You'll be quoting the set-pieces at each other later over tea, but simultaneously cussing at the ease with which you completed the game and the way the last quarter crashes out of ideas and fun. Still, it's brilliantly entertaining while it lasts.
★★★★

### FLINK CD32
**Psygnosis £20**

AP47 79% JD
Almost-but-not-quite platform game with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and

hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge.
★★★★

### FOOTBALL GLORY
**Black Legend £26**

AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound. ★★★

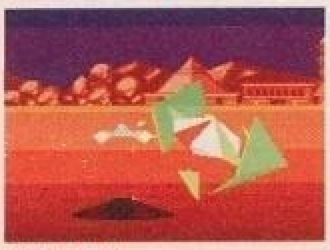
### GLOOM A1200
**Guildhall £30**

AP52 90% JN
Few games are scary, unless they are film licences. *Gloom* is a genuinely spooky game with an atmosphere you could cut with a knife, were demons not busily sucking you in from across the room and biting off your head, and were there a knife in it. Dazzlingly revolting, with monsters that explode up the walls when you shoot them (there's an option to retain the pieces to mark your path), it's unwaveringly thrilling for NOWHERE IS SAFE. And that's before you get to the levels that have ghosts passing through walls. And, hey, there are always the secret bits to ferret out. Disappointingly your weapons are restricted to differently coloured balls of light (confusingly, so are the monsters'), and the 'deathmatch' game isn't up to much (you inevitably slug it out toe-to-toe) but as a one- or (co-operative) two-player shooter, it's near-unbeatable. *AB3D* and *Fears* are going to have to move some to surpass this.
★★★★★

### GUARDIAN CD32
**Acid Software £30**

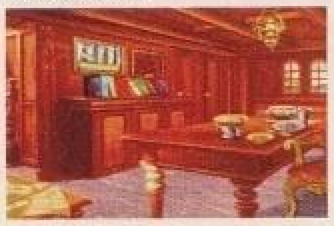
AP43 90% JD
*Defender*. In first-person 3D. On the CD32. Buy it. You know we're right.
★★★★★

### GUARDIAN A1200
**Acid Software £30**



AP47 90% JN
While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it nonetheless IS *Guardian CD32* but on the A1200.
★★★★★

### HIGH SEAS TRADER
**Impressions £35**

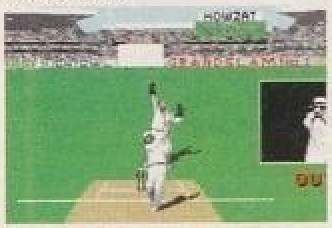


AP51 22% SF
You remember *Pirates Gold*, right? Where you were a pirate, shuttling from port to port, capturing ships, waging war, courting governors' daughters, yo-ho-ho-ing and a-bottle-of-rumming with the best of them? It's the same sort of idea with *High Seas Trader*, except you're a merchant. Exactly as exciting as it sounds. ★

### ISHAR 3
**Daze £33**

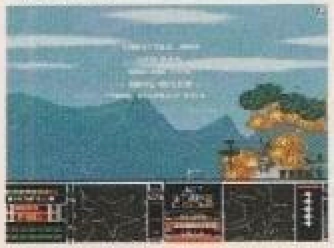
AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all. ★★

### ITS CRICKET
**Grandslam £27**



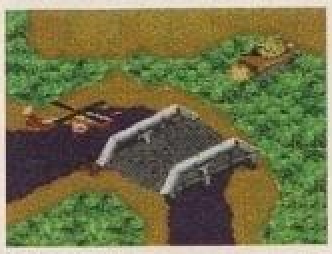
AP47 65% PM
Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. *Graham* wins on lovableness.
★★★

### JET STRIKE CD32
**Kompart £26**



AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

### JUNGLE STRIKE A1200
**Ocean £28**

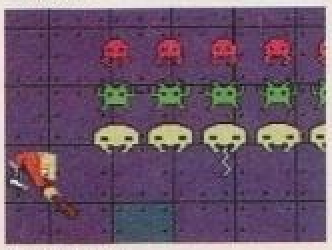


AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

### KICK OFF 3 EUROPEAN CHALLENGE
**Anco £30**

AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

### KID CHAOS
**Ocean £26**



AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr.
★★★

### KINGPIN
**Team 17 £13**

AP48 47% PM
Cheap, pleasantly-presented but predictably tedious ten-pin bowling game whose only assets are a league game and the ability to create players and so mock up a career for yourself. Like all those terrible PD darts sims, *Kingpin* is pointless – all the clever samples and glitzy effects aside, it's a devastatingly boring piece of fluff. And the computer opponents always appear to do the same thing. This doesn't deserve a spare, let alone a strike. ★★

### KING'S QUEST 6
**Sierra £35**

AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5.
★★★

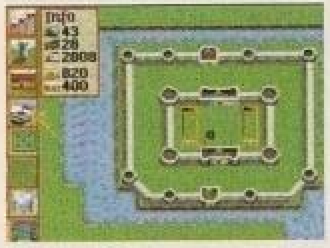
### LION KING
**Virgin £30**

AP46 59% JD
Virgin's follow-up to *Aladdin*. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

### LITIL DIVIL CD32
**Gremlin £30**

AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze*, *Simon* and *Frogger*. Sigh. ★

### LORDS OF THE REALM A1200
**Impressions £35**



AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy then kill hundreds of people in a neighbouring county 'cos they looked at you funny. High feeling of involvement and gratifyingly compliex, but it's not going to win any converts to the cause. ★★★★

### MAN UTD – THE DOUBLE
**Krisalis £30**

AP49 58% PM
*Man Utd Premier League Champions* with a *FIFA*-ish 3D perspective and a *Premier Manager 3*-like editor. Fiddle with the teams, admire the new player transfer section, become angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy manny game? Or *SWOS*, of course.
★★

### MARVIN'S MARVELLOUS ADVENTURE A1200
**21st Century £30**

AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame. ★

### MORTAL KOMBAT 2
**Virgin £30**

AP46 63% JN
Glitzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2* is ultimately just a novelty alternative to the mighty *Shadow Fighter*. Intrusive disk swapping and sparser sound are the limit on the A500, but the A1200 version is entirely accurate to the arcade machine. ★★★

### MR BLOBBY
**Millennium £20**

AP45 37% JN
*Super Troll Island* on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, but still bad. ★

### OBSESSION
**Merlin £30**

AP50 78% JN
Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of *Pinball Fantasies*. For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball ➤

physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told.
★★★★

### ON THE BALL WORLD CUP EDITION
**Daze £30 (£33 AGA)**

AP41 85% SF
At last – someone's actually sat down and worked out that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

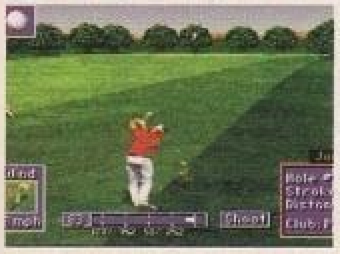
### ON THE BALL LEAGUE EDITION
**Daze £30**

AP43 71% SF
Just like the *World Cup Edition* game, but, insanely, minus all the human interest bits. In their place you get numbery management bits, the lack of which made the original so good in the first place. Foing! ★★★

### OVERLORD
**Virgin £30**

AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Enormous fun. And yes, chaps, it's substantially faster on an A1200.
★★★★

### PGA EUROPEAN TOUR GOLF
**Ocean £26 (£28 AGA)**



AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

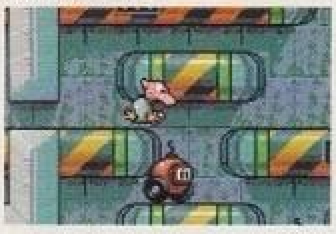
### PINBALL ILLUSIONS A1200
**21st Century £30**

AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*.
★★★★

### PINBALL ILLUSIONS CD32
**21st Century £30**

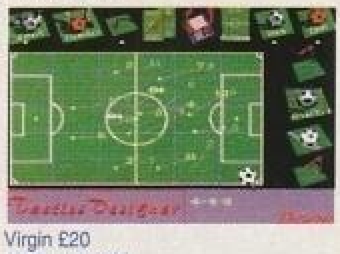
AP50 90% PM
Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and accomplished use of the joypad. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three. ★★★★★

### PINKIE
**Millennium £26**



AP48 20% JN
Promising platformer with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slaughters it with a rusty hatchet.
★

### PLAYER MANAGER 2
**US Gold £30**



Virgin £20
AP52 35% PM
Fearsomely in-depth but – oh no! – clotted and boring footy manner.
★

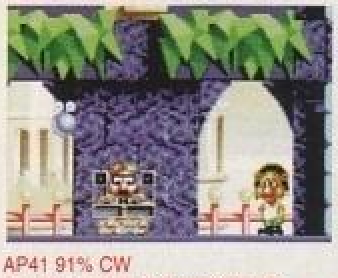
### POWERDRIVE
**US Gold £30**
AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to

succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

### PREMIER MANAGER 3
**Gremlin £26**

AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun.
★★★★

### PUTTY SQUAD A1200
**System 3 £30**



AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

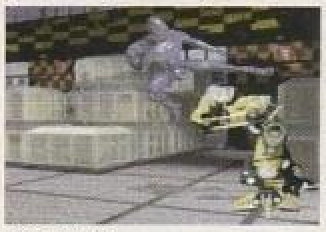
### REUNION (AGA)
**Grandslam £35**

AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

### REUNION A500
**Grandslam £35**
AP45 81% PM

A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.
★★★★

### RISE OF THE ROBOTS
**Time Warner £40**
**(£43 A1200, £35 CD32)**



AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things, although imagining it as an insuperably retarded beat-'em-up that Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

### ROADKILL A1200
**Guildhall £25**

AP52 79% JN
That two-player mode, eh? We'd have welcomed it. O-ho. *Roadkill A1200* is, however, £5 cheaper than the CD32 version, so that's all right then. Still doesn't save the high scores though.
★★★★

### ROADKILL CD32
**Acid/Vision £30**

AP45 84% JD
*Rocky Roll Racing* on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint*, using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

### ROBINSON'S REQUIEM
**Daze £35**
AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active,

because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait.
★

### RUFF 'N' TUMBLE
**Renegade £26**

AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

### RUFFIAN
**Grandslam £20**

AP50 10% JN
A platform game of barely credible terribleness. ★

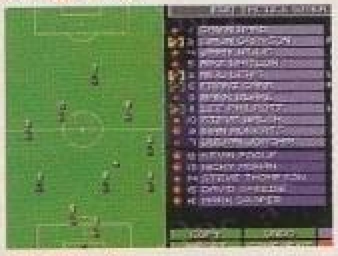
### RUGBY LEAGUE COACH
**Audiogenic £30**

AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and you have to fumble around like a blind man in a darkened room looking for a black cat before you can fix it. Worth a look for the novelty, though. Especially if you're a professional rugby player.
★★★

### SENSIBLE GOLF
**Virgin £30**

AP52 66% PM
Half-finished, delayed, rejigged, delayed and rewritten, Sensi's swansong has turned out to be a fairly entertaining game about golf. Which, from Sensible, is a let-down of innocent Derek Bentley proportions. It's exasperatingly simple (no hazardous wind or stance adjustments, for example), stunningly tedious in one-player mode and naught but okay with up to three other people. And you can't even call it *SWOG*.
★★★

## SENSIBLE WORLD OF SOCCER
**Renegade £30**

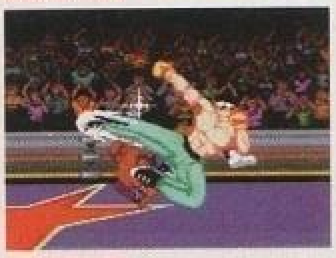


AP44 95% JD
*Sensible Soccer*, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi* that (of course) you know and love, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

## SHADOW FIGHTER
**Gremlin £30**

AP46 91% CW
A textbook example of how to do a game properly, except nobody'll take any notice. Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely. Lots of disk swapping though. ★★★★★

## SHADOW FIGHTER AGA
**Gremlin £30**

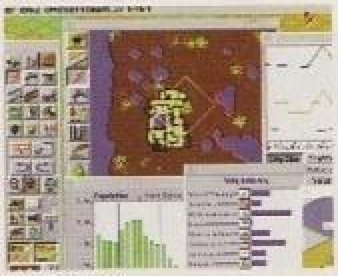


AP50 92% PM
Cosmetically spruced-up but otherwise identical to the A500 original. The CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joypad to make their character recover. Tish.
★★★★★

## SHAQ FU
**Ocean £26**

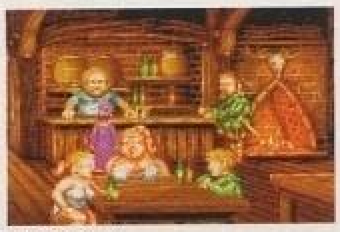
AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the choice of fighting opponents in any order and the eight-player tournament.
★★

## SIM CITY 2000 A1200
**Maxis £40**



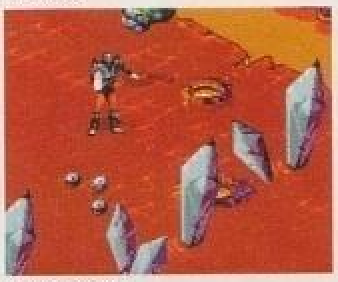
AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've got the kit.
★★★★★

## SIMON THE SORCERER CD32
**Adventure Soft £35**



AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy. ★★

## SKELETON KREW A1200
**Core £35**



AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone that's all the more disappointing when you find out it was worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but frankly, who cares?
★★

## SOCCER SUPERSTARS
**Flair £30**

AP49 15% PM
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though. ★

## SPEEDBALL 2 CD32
**Renegade £15**

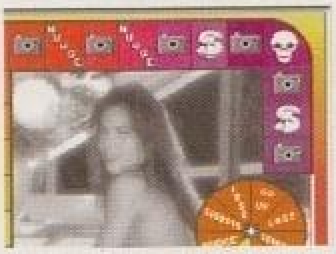
REVOLVER
SCORED

AP51 93% PM
Yes, it's *Speedball 2* again. Except, instead of the stupid headband thing, opposing teams wear differently coloured suits. It's an amazingly better game than the original.
★★★★★

## STARLORD
**Microprose £35**

AP43 51% SF
Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side. ★★

## STRIP POT AGA
**Guildhall £15 (A1200) £30 (CD32)**



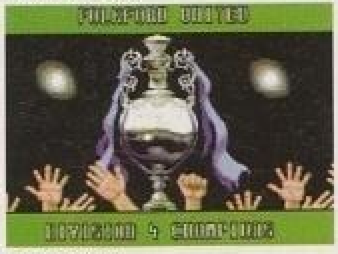
AP51 22% CW
We went to see Guildhall recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off. ★

## SUBWAR 2050 A1200
**Microprose £35 (£30 CD32)**

Forward View

AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers (*"Michael Jackson" – Ed*)) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though, which is a damn shame.
★★★★

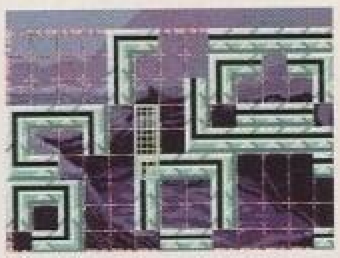
## SUPER LEAGUE MANAGER AGA
**Audiogenic £30**



AP48 89% SF
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic," it might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever as well. And *Wembley International Soccer*'s in there. Hard to get into at first, and continually having to set up training schedules is a chore, but still, eh? A tremendous companion piece to *On the Ball World Cup*. Best played with a mouse, CD32 owners. ★★★★

## SUPER LOOPZ A1200
**Audiogenic £15**

AP49 29% JN
Baffling rejig of the terminally dull *Loop(hnghh)z* – a sort of *Pipemania* without the excitement of gloop flowing through the shapes you're making – that doesn't ever change except for getting faster. Dull bonus games finish it off. ★



## SUPER SKIDMARKS
**Acid £25**

AP48 86% (91% A1200)
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tidies up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, *Pong* while you choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope. ★★★★★

## SUPER SKIDMARKS CD32
**Guildhall £30**

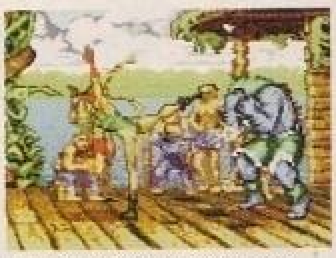
AP51 92% PM
Like the A1200 version, but for only two players. You do, however, get a demo of *Guardian*, a fantastic joypad-compatible *Defender* and the *Roadkill* movie (though, oddly enough, with a scene missing). ★★★★★

## SUPER STARDUST A1200
**Team 17 £30**

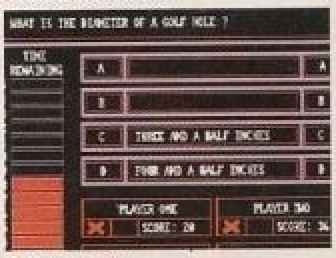
AP42 89% JN
*Stardust*, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

## SUPER STREET FIGHTER 2
**US Gold £35**

AP52 71% CW (81% hard drive)
Largely successful conversion of the coin-op, with (as far as we know) everything in it. But! the undeniably exciting, intense thumping is extremely diluted by the ludicrously intrusive disk swapping, nutty controls, feeble sound and teeny graphics. CD32 joypads helps enormously, with all the buttons used correctly, and a hard drive cuts out the loading problems. (If you possess both, award the game another twenty percent.) As it stands, you'll be disappointed. The lower score's for running it on a plain A1200.
★★★/★★★★



## SWITCHQUIZ
**Switchsoft £29/£37**

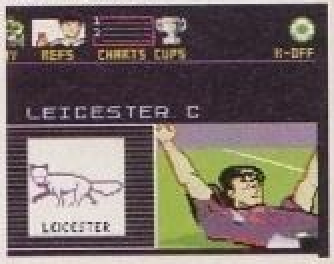


AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print unreadable without a magnifying glass, hugely annoying Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated, sometimes within the same game. Data disks are promised for the future, but even so *Trivial Pursuit* still rules the roost as far as stupid quiz games go.
★★

## SWORD OF HONOUR
**Megatronix £20**

AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but crash-dives like a soda-poisoned albatross when you realise every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG.
★★

## TACTICAL MANAGER 2
**Black Legend £26**



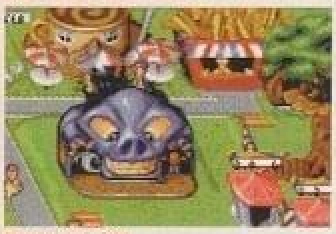
AP50 25% PM
Fussy to work with and foolishly predictable footy manny game. To top it off, you don't even feel involved in the matches. ★

## TFX A1200
**Ocean £40**

AP49 62% (85% A4000) JD
Modern-day flight sim with all manner of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. It's ➤

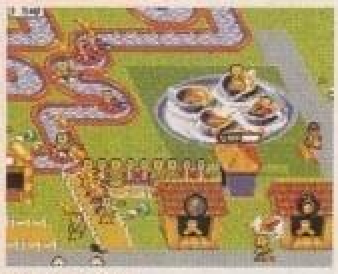
surprisingly absorbing, with a good range of missions. Ghastly on a standard A1200, with overwhelming amounts of disk swapping (often just to see a redundant 'story' picture) and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard. Certainly a simulation rather than a game.
★★★★

### THEME PARK
**Electronic Arts £30**



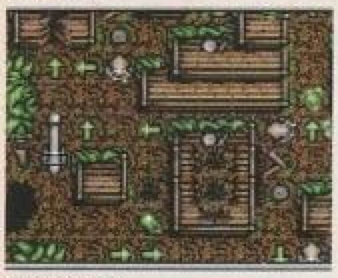
AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

### THEME PARK A500
**Electronic Arts £35**



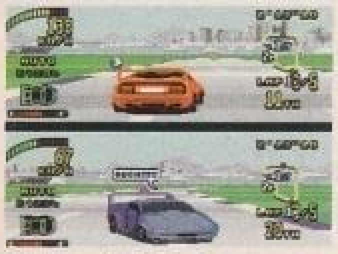
AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing. ★★★★★

### TIMEKEEPERS
**Vulcan £13**



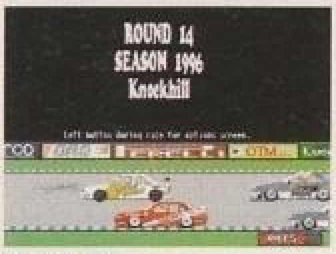
AP52 82% JN
Startlingly brilliant puzzle game from the programmers of the *Valhalla* duo. It's an overhead *Lemmings*, but where lems 'make', tims 'do'. You lay out their path beforehand with directional arrows and action icons, grappling not with real-time shivery reflex panic-o-thons, but Vulcan's amazingly devious level designs. A terrible bit at the beginning of a screen where you have micro-seconds to stop everybody falling down holes is the big bad thing, but it's also leisurely rather than exciting, and you'll fall into the 'rhythm' of the puzzles fairly quickly. Wizard green-and-brown fun otherwise. ★★★★

### TOP GEAR 2
**Gremlin £26**



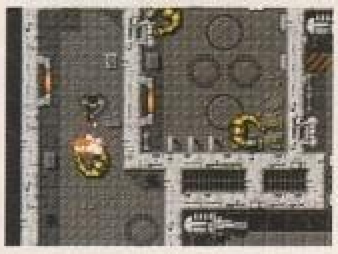
AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1*, *F1GP* and the mighty *F1* itself. ★★

### TOURING CAR CHALLENGE
**OTM £25**



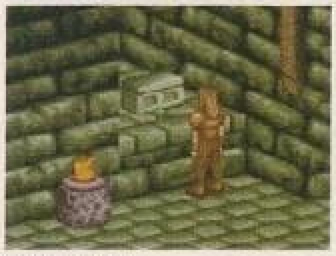
AP53 3% SF
*F1 Challenge*, a PD race management game, but with different graphics, and £25. They've even left in the pitstop option, although it's utterly without use. Monstrous. ★

### TOWER ASSAULT
**Team 17 £20**



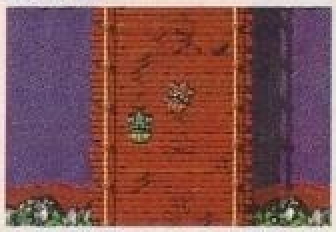
AP45 46% JN
*Alien Breed* was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games. ★★

### TOWER OF SOULS A1200
**Black Legend £30**



AP50 34% SM
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well. ★

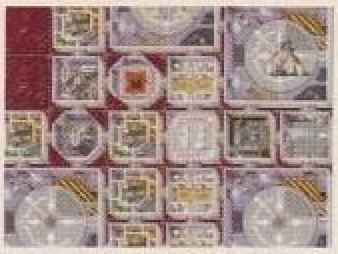
### TURBO TRAX
**Arcane £30**



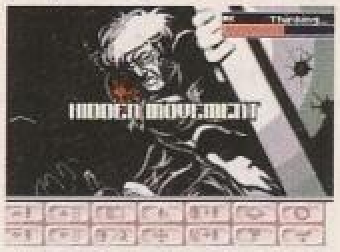
AP53 46% JN
The long overdue overhead racer turns out to be *Overdrive* again. Purely 90 and 180 degree turns make up the courses; purely random circuit choice and no maps make playing repulsively difficult. To complete the picture, you often appear to be racing alone, so spread out are the five computer drivers. Extraordinarily poorer than the competition (*Roadkill*, say, or *Micro Machines*). You might learn to like it for the few thrillingly jostly corner incidents. ★★

### UFO
**Microprose £35**

AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

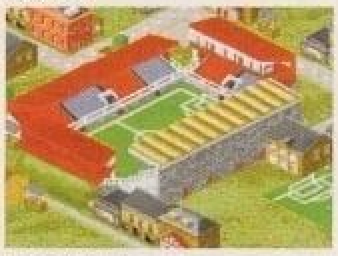


### UFO A500
**Microprose £26**



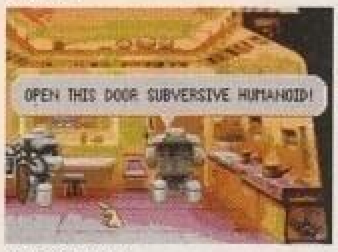
AP51 36% (66% hard drive version) CM
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version. ★/★★★

### ULTIMATE SOCCER MANAGER
**Daze £30**



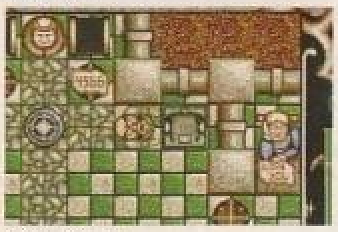
AP50 84% SF
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy manny games that tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three. ★★★★

### UNIVERSE
**Core £35**



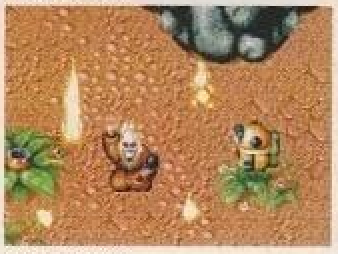
AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. ★

### VALHALLA – BEFORE THE WAR
**Vulcan £35**



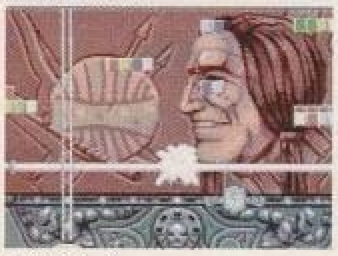
AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull. ★

### VIROCOP
**Renegade £26**



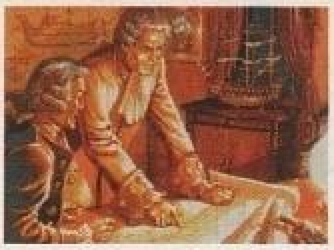
AP51 81% CW
And it's a big 'Hello Nurse' to Graftgold's (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard drive-installable. But – oh no! – somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting. ★★★★

### VITAL LIGHT
**Millennium £30**



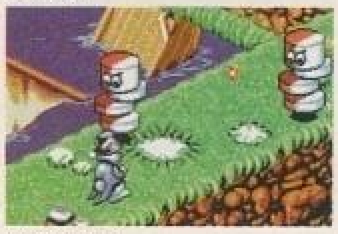
AP48 11% JN
Appalling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Repetitive and boring and horrid. ★

### VOYAGES OF DISCOVERY
**Kompart £30**



AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

### WHIZZ
**Flair £26**



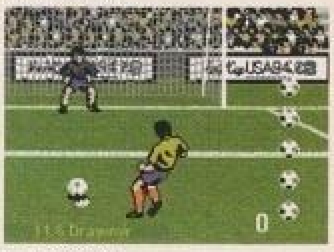
AP49 41% RD
Ostensible isometric-3D platformer which turns out, in fact, to be a maze game. Ridiculous time limits rob you of the chance to go exploring, the fact your 'spin' attack is not only ineffective against certain monsters but TAKES AWAY SOME OF YOUR ENERGY is extremely silly, and the semi-sentient controls frequently decide you didn't really want to go that way and correct your foolish mistake. Could have been great. ★

### WORLD OF SOCCER
**Challenge £20**

AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games with the least modicum of imagination. So perhaps not surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying (let alone actually playing) this so-called, self-styled 'game'. ★

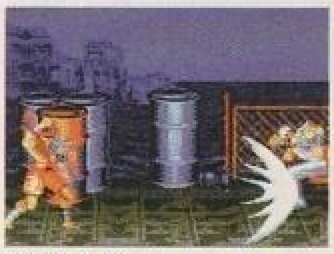
You are out of work!

### WORLD CUP USA '94
**US Gold £26**



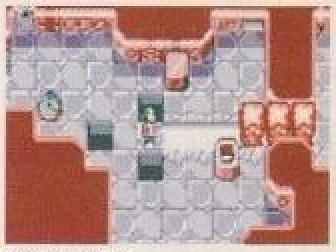
AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Notts County would beat this. ★

### X–FIGHTER CD32
**Thalion £TBA**



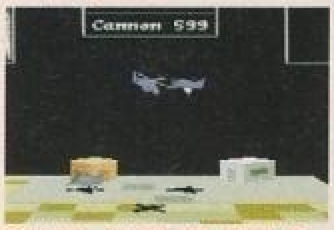
AP51 60% JD
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*. ★★

### X–IT
**Psygnosis £20**



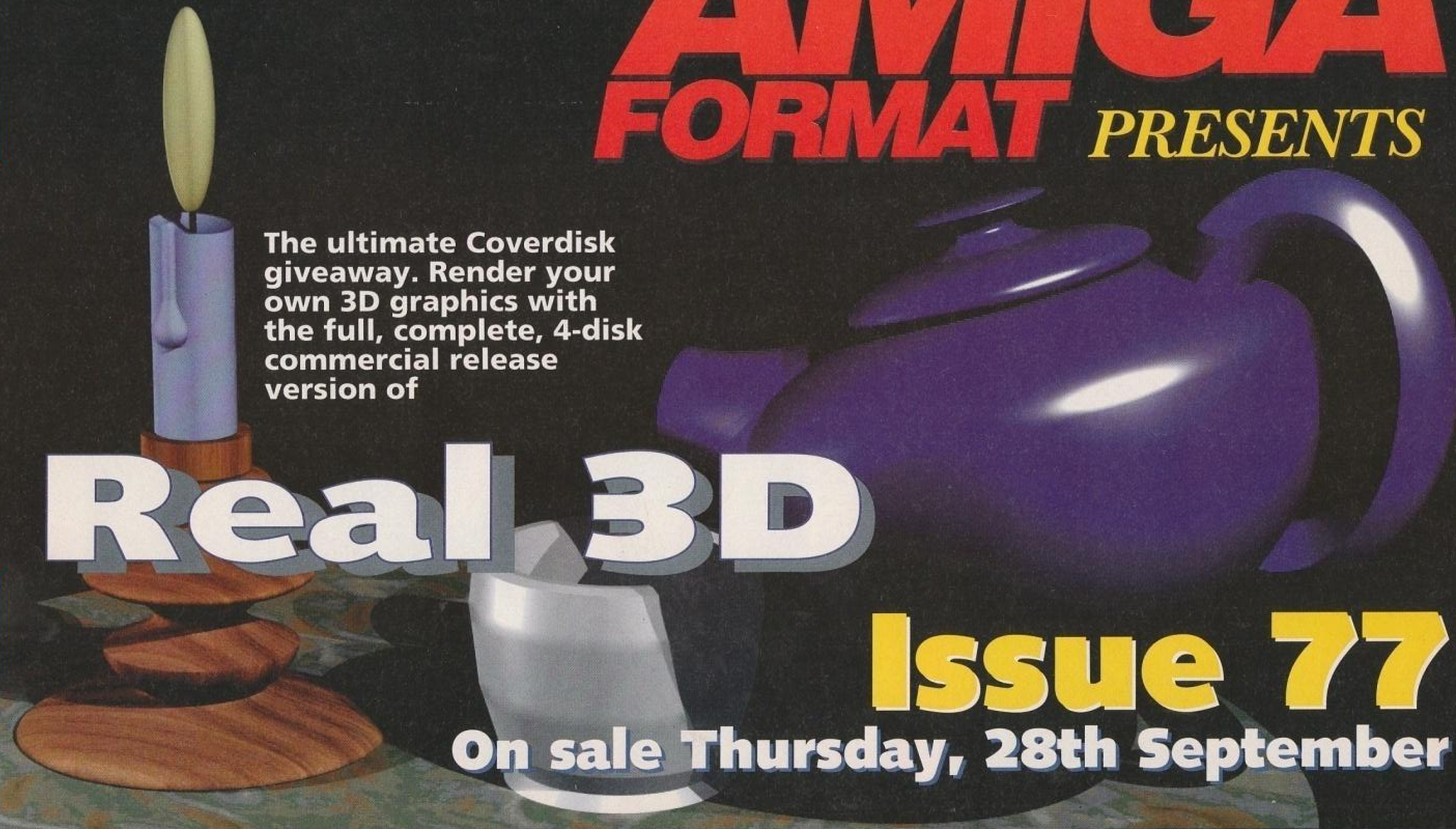
AP47 80% CW
*Soko Ban* for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, but this is a good example of the type. ★★★★

### ZEEWOLF
**Binary Asylum £30**



AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.
★★★★★

# AMIGA FORMAT PRESENTS



The ultimate Coverdisk giveaway. Render your own 3D graphics with the full, complete, 4-disk commercial release version of

## Real 3D

## Issue 77

On sale Thursday, 28th September

# The

**Unfortunately, no matter how compelled we are to reply to your ads (especially in the pen-pal section, you excitable bunch of adolescents) our positions at AMIGA POWER prevent us from doing so. A blessing in disguise? Hmmm.**

## SOFTWARE

● *The Simpsons, Lure of the Temptress, Gravity, Ballistics, Heroquest, St Dragon,* all £5, CD32 *Overkill* £5, *Flink, Jungle Strike,* all £10.
**Mark Pezzotta (01925) 230352**

● *Zeewolf, Embryo, W2WW, Starlord, OTB WC* £9. *Kingmaker, Sportsmaster* £8. *Chaos Engine, Bump 'n' Burn, Brutal Football, Nick Faldo* £7.
**Tony Peel (01983) 866900**

● FREE *Gravity Power/Force 2* levels. State *Gravity Power* or *Force 2.* Send SAE & blank disc.
**Matthew Fletcher, 38 Landgate Rd, Handsworth, Birmingham**

● *SWOS*+Update £15, *Campaign 2, Cannon Fodder 2, Sim City Deluxe* £12, *Cannon Fodder, Dune 2, Gunship 200, Populous 2* £9, *Knights of the Sky* £7, *Theatre of Death, Settlers* £9, *Alien Breed Special Edition, Turrican 2* £2.
**Craig Inglis (01290) 525318**

● *Super Skids, Chaos Engine, Chuck Rock 2* £15. *BC Kid, Wizkid, Addams Family, Zool 2, Body Blows, Jurassic Park, Graham Gooch, Gobliins 2, Jimmy White Snooker, SF2* £5.
**Mark Townley (01872) 864006**

● *Chuck Rock 2, Jaguar XJ220, Lotus 1, Gem X, Lure of the Temptress, Sim City, Blues Bros* £3 each. *Corkers Compilation* (4 games) £5.
**Jonathan Cowley (01162) 416694**

● *Premier Manager 2 & 3, Championship Man '93* and *Italia, Secret of Monkey Island, Frontier, Settlers,* £10 each. Many more.
**Daniel Wiley (01903) 873254**

● 12 top games inc *Settlers, Steel Sky* and *Theme Park 500.*
**Richard Edbury (01222) 611506**

● *Flashback* £8, *Desert Strike* £8, *First Samurai* £5, *Body Blows* £6, *Lemmings* £3, *Alien Breed 92* £4, *Puzznic* £3, *Steel Sky* £10, *Zool* £5, *Jaguar* £5, *Thunderhawk* £5, *Golden Axe* £3. Call for more.
**Deborah Speight (01443) 480157**

● *Syndicate* £15, *Mortal Kombat* £15, *Police Quest 3* £10, *Settlers* £10, *Dune 2* £7, *Sleepwalker* £5. May swap, anything considered.
**Christopher Bird (01875) 611206**

● 13 games inc *Monkey Island 2, Gunship 200, Jimmy Whites, F19, A320 Airbus, Lemmings, More Lemmings, Xmas Lemmings.* £30 the lot.
**Richard Harris, 6 Eastcroft Mews, Horsham, West Sussex**

● *Settlers, Monkey Island 2, Cannon Fodder, Skidmarks, Frontier, Stardust, Syndicate* £5 each. *UFO, Colonisation* £10 each.
**Rod Giles (01316) 575164**

● *Dynablaster* £6, *Magic Johnson B/B* £6, *Man Utd* £5, *WWF Euro Rampage* £6, *European Championships* £6, *International Soccer Challenge* £4. **Kris McGoldrick (01360) 620627**

● *Innocent* £12, *Sensi, Zool, MUPLC, Alfred Chicken, Nigel Mansell, SF2* £10.
**Tim Wells (01226) 790732**

● *SWOS, Settlers, AV-3B Harrier, Civilisation* £15 each. *Premier Manager, 4D Sports Boxing, Football Tactician 2, It Came From The Desert+Antheads, Covert Action* £10 each.
**David Singer (0181) 886 1635**

● Assorted games inc.*Cannon Fodder 1&2, Zool, Mega-lo-mania* for between £3-£20.
**Paul Edmunds (01837) 53736**

● Emulators for the Amiga from £2 each. Send SAE for list. **Matthew Younanof 19 Garfield Rd, North Chingford, London E4-7DG**

● *SWOS* £12, *Syndicate* £12, *Shadow Fighter* £10, *PM3* £10, *Theme Park, Super Skidmarks* £12.
**Andrew Robinson (0181) 942 1480**

## HARDWARE

● A1500 5megs 49meg HD, 3 disk drives, 3 joysticks, monitor, cover disks, mags, folders of cheats, loads of games, only £600 ono.
**Michael Alan (01494) 728279**

● Amiga 1200 2Mb Chip ram, 120 Mb Hard drive, Monitor, ext disk drive, Dpaint 4, Wordsworth, Amos, *Frontier, Liberation, Wing Commander* & *Populous 2,* £400 ono.
**Terence Ferguson (01793) 873377**

● A1200 for sale and loads of games. Best offer taken. **Terry Philips (01525) 384352**

● CD32 warranty end 1997, 2 joypads, 14 games, 800 PD games, hardware and software to connect to your A1200 plus mags, £240.
**John Newbon (01204) 693264**

● A1200 6 meg, HD 80, TV, loads of extras; *Theme Park, Sim City 2000, SWOS.* Mags too.
**Dave (01424) 712704**

● A500 1 Mb, control pad, manuals, 35 boxed games, mouse, £350 ono.
**Steve Pettigrew (0141) 778 4347**

● Amiga 600 with Samsung Printer, 2 meg ram, 26 boxed games, joystick, mouse etc. Bargain at £240. **Martin Bryant (01732) 366175**

● Amiga 1200, 1 year old, mouse & mat, joystick, dust cover, 11 boxed games inc *Rise of the Robots, Superstardust,* 40 + discs in box, excellent condition £200. **Lee Holmes (01422) 323607**

● Amiga 1200, CD32, colour printer, 2 extra disk drives, loads of discs & CDs, loads of mags, all leads, software & utilities £700.
**"SAS"** ***("Probably not." – Ed)*** **(0161) 707 8306**

● CD32, 2 joysticks, I Comp Pro, 11 games inc. *Cannon Fodder, Theme Park* & *Arcade Pool* £200.
**Jamie Woods (01598) 710747**

● Amiga 500 with 1 meg upgrade, mouse & mat, Italy 90, *Nightbreed, Sensi Soccer 1.1v,* 11 demos, *Man Utd. Europe, Shadow of the Beast 2* and 12 top Amiga mags. £300 ono
**Richard (01829) 733625**

● A1200 40 Mb hard drive, 14" Colour Monitor, ext drive, mouse, joystick, games inc *SWOS, Theme Park, Cannon Fodder MK 2,* Quickshot speakers, boxed £420 ono.
**Andrew Webster (01382) 228059**

● A1200 Philips Stereo colour monitor, ext drive, 3 joysticks and mouse, many games. £340.
**Julian Boreham (01142) 454586**

● Megadrive with 4 games. *Sonic 1&2, Zero Tolerance* and *Kid Chamelion.* £70 ono.
**Robert McDonald (01900) 817918 (after 3.30 pm)**

● Amiga 600, colour monitor, 2 drives, many games, joysticks mouse. £100 ono.
**John Harrington (01293) 784870**

● 40Mb 2.5 Internal hard drive, suitable for A1200 or A600. Complete with leads, installation software and instructions. £25.
**Mark Gardner (01633) 290011 ext 4541**

● A1200 – 170 Mb external hard drive, 1804 ST colour monitor, joysticks, mouse, games and software – still boxed, 18 months old, coverdisks & mags £500 ono. **Mark Wheeler (01282) 842121**

● A500, 1Mb, mouse. About £80.
**Andrew Robinson (0181) 942 1480**

● Megadrive with 5 games inc. SF2, 2 joypads, master system converter with 1 game and 2 joypads, all £130. **Gavin Fulton (01847) 821474**

## WANTED

● *BattleTech 1 & 2.* Other strategy games considered.
**Ricky Bell 01536 260453**

● Boxed original Golden Oldies. Will pay good prices. *Gods, Dynablaster, Killing Game Show* & *Great Giana Sisters* if possible.
**Chris Williams (0181) 662 1359**

# Garden That Time Forgot

- AMIGA POWER long sleeve black shirt with "ATTITUDE" written down one arm. Will pay up to £10. **Adam Janseh (01373) 830782**
- Any racing or poker games, including PD, any system, will pay. **Andrew Lukin (01455) 220465**
- *Pinball Fantasies, RT Smith Compilation*, wargames in general, will buy or swap for *F1GP, Fields of Glory*, and more.
**Paul Hughes (01531) 632479**
- Help! I desperately need *Mindshadow, Alien 3*, or *Cruise for a Corpse*. Will pay £10 ono. Must be originals with instructions.
**Neil Cartlidge (01206) 843265**
- *Space Quest 3, Leisure Suit Larry, Police Quest 3, Kings Quest 2, Kings Quest 3, Premier Manager 3.* **Tasty Pork Green (01933) 228893**
- *Ants, 1869, The Blue and The Grey, Bloodnet A1200, D-Day, Fears* & *Gloom*. Swap for *Sabre Team A1200, F1 Masters, Ishar 3, Lords of the Realm* & many more. **Jane Scott (01228) 598796**
- A500+ hard drive and/or accelerator wanted, only if in local area. **Antony Smith (0191) 2530064**

## SWAPS

- Your A1200 for my Mega Drive, excellent condition with 4 games inc. *Sonic 2* & *Dragon:The Bruce Lee Story*. **Davis Morgan (01974) 261585**
- My CD32 games; *Super Putty, Liberation, Sabre Team & Wembley Int. Soccer* for your *Jetstrike, Pinball Fantasies, Shadow Fighter* or *UFO*.
**David Fraiser (0121) 354 2903**
- Any 2 from *Arabian Nights, Lemmings 2, Goal, The Chaos Engine, Titus the Foz, Sensi '92/93* for you *Darkseed* or *Gods*.
**Keith Mackenzie (01506) 429792**
- *UFO Enemy Unknown* for *TFX 1200, Dawn Patrol, Super SF 2* or *Death Mask*. Others considered (must be boxed originals & Bristol area). **William Flood (01275) 393197**
- A6000 with loads of games (inc. *Cannon Fodder* and *On The Ball WCE*) and a Gameboy, adaptor, 8 games and power store for your A1200 and 2-5 games. Money offers also considered.
**Ben Keeling (0181) 5794368**
- New Eurosonic Es 200 Lrd hand held CB (unwanted present, £100) for 500 3.5 inch blank disks ono. **Matthew Younaof (0181) 524 4326**
- *Global Gladiators* for your *Populous 2, Sim City*, or *Mortal Kombat*. **Chris Brooke (01422) 364975**
- *GG Cricket, Pinball Fantasies*, and others for *No Second Prize, Civilisation*, any adventure, ports or racing games considered. Make me an offer.
**Alex Williams (01920) 823860**
- *Flashback* or *Jurassic Park A1200* for *Mortal Kombat 2*. Boxed originals only.
**Gareth Burton (01705) 793327**
- *Populous + Promised Lands, Alien Breed* and *Winter Games* (all boxed) for *Base Jumpers* or *Shadow Fighter*. Alternatively sell for £6 each.
**Paul Thompson (01305) 832459**

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## THE GARDEN THAT TIME FORGOT

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☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

____________________

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October 1995

- *Kings Quest 6* for *Beneath a Steel Sky* or *Lure of the Temptress*. **Jonathon (01263) 824396**

## PEN-PALS

- Amiga contacts wanted by 24-year-old male. ALA, photo if possible. Fans of football manager games need not write. **Mark Tomkinson, 7 Neptune House, Mallow Close, Cosham, PO6 3EF**
- I am a 15-year-old male, looking for male & female pen-pals. Age and interests open. Reply guaranteed. **Graham House, 25 Surrey Rd, Barking, Essex, IG11 7QT**
- I am a 10-year-old male seeks pen-pal aged 9+ to swap or exchange PD etc. I own an A1200. **Alan Simpson, 16 Fishermans Avenue, Southbourne, Bournemouth, BH6 35Q**
- 16-year-old girl seeks pen-pals of any age male or female. I love Red Dwarf, football, indie music & films. 100% reply! **Sarah Keeler, 115 Oakdale Rd, Downend, Bristol, BS16 6EG**
- 13-year-old seeks male or female (13+), likes hardcore and techno music. 100% reply! Send a photo! **Stephen Cook, 57 Forest Rd, Colchester, Essex, C04 3RE**
- 19-year-old Amiga 500 owner seeks European pen-pals. Must be into Amiga/Roleplaying/Football. **Hans Olav Rautbotn, Herman Gransvei 61b, N-5031 Lanksevaag, Bergen, Norway, N – 5031**
- A1200 owner looking for pen-pals to swap games, especially flight sims. Own KOTS Overlord originals. Also interested in Good PD. 100% reply. **Tony Taylor, 16 Mill Heath Beetws, Newport, Gwent, NP9 6RB**
- 22-year-old A500+ owner looking for pen-pal (preferably female) interested in PD swaps, computer art and rock music. **Doug McDonald, 14 Lomond Cresent, Bieth, Ayrshire, KA15 2EA**
- Male, aged 14, needs someone to write to while locked up in a dingy bedroom because of a detention. **Simon Barker, 25 Hihguor Street, Shoeburyness, Essex, England, SS3 9AN**
- 15-year-old male looking for female pen-pals aged from 13 to 17. Don't have to like computers, photo if poss.100% reply. **Neil Bennett, 14 Little Lane and Tattlebury, Herdcorn, Kent, TN27 9JU**
- I own an A600 and am looking for people to swap games with aged 14+.
**Chris Button, Rowanlea, Upper Swallett St, Alexandria, Scotland, G83 OLN**
- 16-year-old male with A1200, looking for pen-pals to swap games, tips, and to have a bit of a chat. **Wayne Bently, 24 Manor Drive, Crofton, Wakefield, West Yorkshire, WF4 1JH**

**Okay. You win. We are wearied by your constant, inexplicable demands for technical help here in the WORLD'S MIGHTIEST AMIGA GAMES MAGAZINE. Frankly, we've had enough of people phoning up and not having got the joke after four years. You oafs.**

**Never let it be said that AMIGA POWER does not listen to its readers, however uselessly, cretinously moronic they may be. We've brought in a panel of technical experts for ONE MONTH ONLY to discuss your more common Amiga problems.**

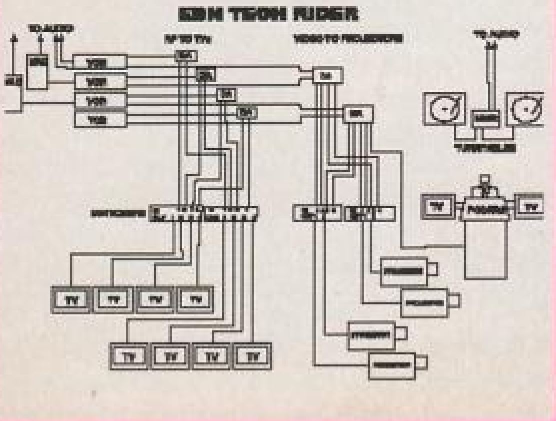
# TECHY CORNER

■ I have found it impossible to copy the printer driver for my HP_deskjet 550C from PD software into DPaint 4. I tried the shell command COPY DF0:DEVS/PRINTERS TO :DF1 PREF but the typing locked up on me.
***WT Boynton-Quinion, Truro***

**THE PANEL SAYS:** *A common problem caused by a bizarre duplicating bug in Workbench. What happened was that a polarity reversal during the third or fourth batch copy caused one of the bits on the disk to be zeroed. To fix the problem you need only stroke your Workbench disk gently with an old toothbrush, from bottom to top, for approximately ten minutes. Now re-install Workbench and hear that HP_deskjet550C sing!*

■ I used to sample/sequence music on my ST. Exactly what equipment would I need for my A1200 to be able to sample/sequence (I have a MIDI keyboard)?
***Rodger Wyber, Bickleigh***

**THE PANEL SAYS:** *You need an ST, connected to the serial port of the A1200. Follow this simple wiring diagram to build the connection.*



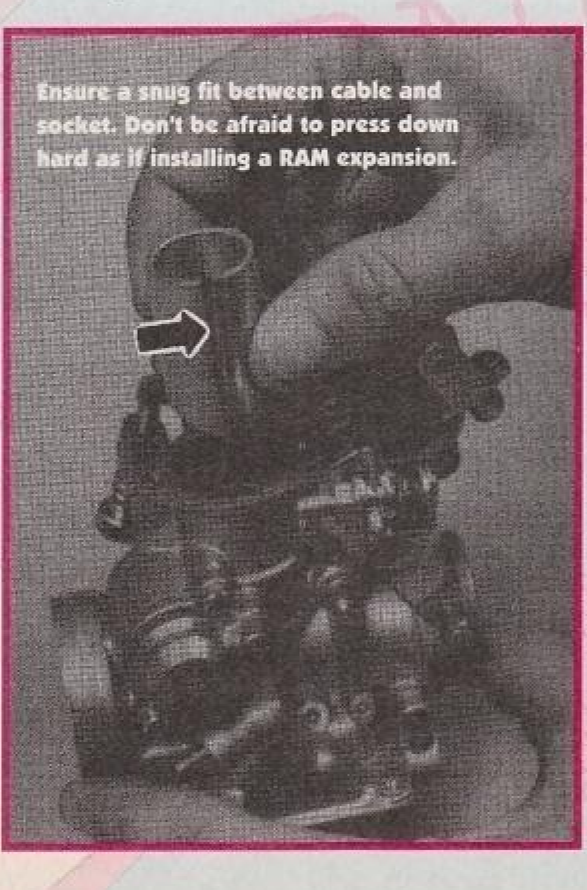
**You will need an adult to help you with stripping the wires and exposing the copper cores.**

■ Does the A600 have an AGA chipset?
***Stephen Bailey, Derbyshire***

**THE PANEL SAYS:** *No. Although there is a PD program which 'software rewrites' the chips into a 'üGü' set. As you might have guessed, it's a German program. Ask your local PD library.*

■ Can the CD32 (with add-ons) be made to have a printer plugged into it and, if it can, which kind of printer?
***Angus Macpherson, Isle of Skye***

**THE PANEL SAYS:** *It can indeed. Open the panel at the back of your CD32, and using a cross-head screwdriver, carefully lift off the dissipator panel, parting the attached leads with a 2B pencil. The insides of your CD32 should look like this:*



**Ensure a snug fit between cable and socket. Don't be afraid to press down hard as if installing a RAM expansion.**

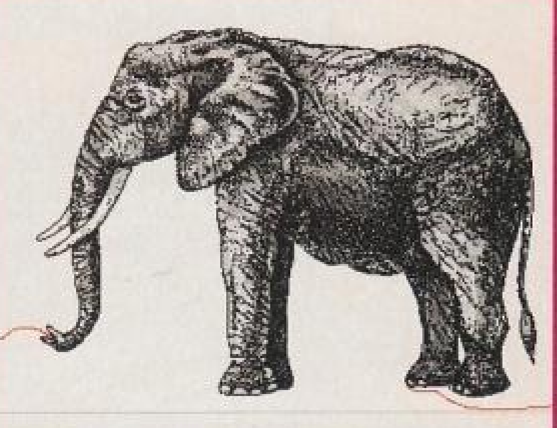
*Plug the printer cable into the socket marked and reassemble your CD32. We recommend Dan's High Score, a PD program that will print out your high score tables for your friends.*

■ I'm thinking of buying a GVP 1230II with the SCSI interface. Can the GVP 1230II be used a suitable SCSI interface for the CD drives?
***Mr G Pendlebury, Bolton***

**THE PANEL SAYS:** *Hell, no.*

■ I have a Hitachi CPT1646R TV/monitor with a 7-pin DIN RGB socket which I want to connect to the RGB socket of my A600. Would it be possible to obtain a wiring diagram of my Amiga's RGB port?
***Mr PJ Robinson, Stratford***

**THE PANEL SAYS:** *Here's the one we used:*



**The elephant should always be wired from positive to negative. Red wire is definitely the best to use; blue tends to scuff.**

■ Will the 500, 500+ and the 600 be forgotten, and will Commodore just concentrate on the 1200 and CD32?
***Matt Tacchi, no address***
PS I know my surname's stupid, so don't laugh, OKAY!

**THE PANEL SAYS:** *Ha ha, Matty's got a stupid surname. Tacky Tacchi, he reads Jackie.*

■ I like my CD32. It plays my CDs.
***Keiron Gillen, Stafford***

**THE PANEL SAYS:** *Sweet Jesus man, are you mad? It is EXTREMELY DANGEROUS to play CDs on a CD32. The machine was NEVER designed to do this, and you might cause IRREPARABLE damage to it. Remain where you are: we've passed your letter on to new Amiga owners Escom, who will be contacting you shortly.*

***We'll be doing another Techy Corner soon, so keep those questions coming in!***

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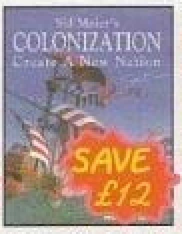

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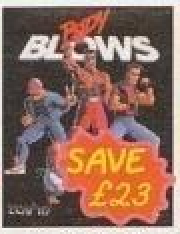

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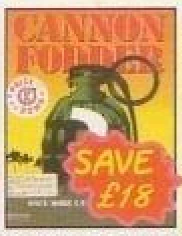

CANNON FODDER 2
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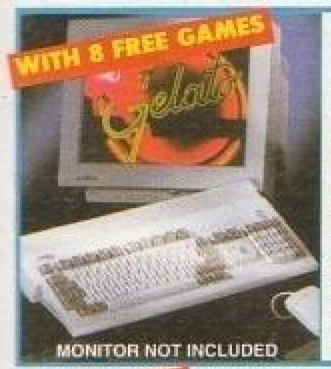

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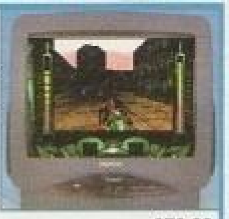

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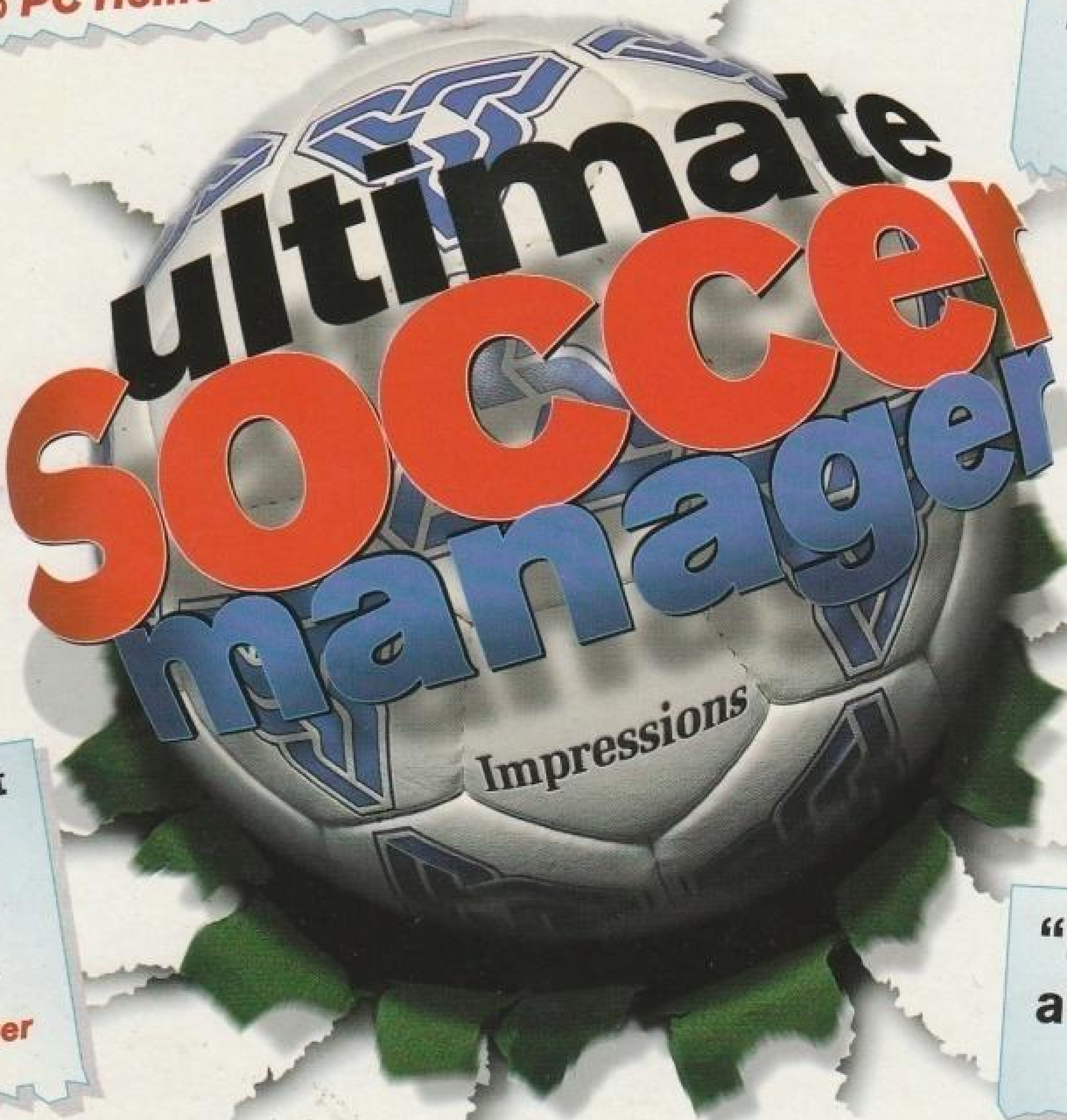

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